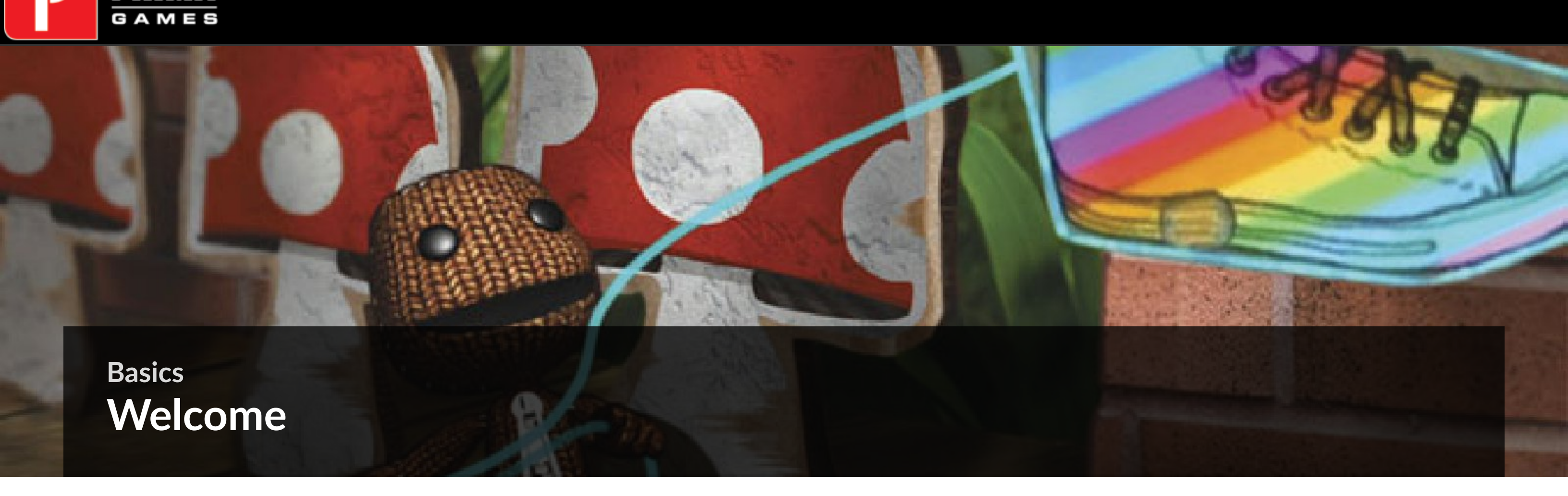


Basics

Welcome

WELCOME TO PLAYSTATION ALL-STARS BATTLE ROYALE!
WHEN WORLDS COLLIDE

From PaRappa the Rapper's quest to win the heart of Sunny Funny to Nathan Drake's globetrotting exploits in search of legendary treasure, the PlayStation system and its successors have been the focal point of countless adventures and thrilling experiences for more than 15 years.

Now, a mysterious force is assembling All-Stars from PlayStation past, present, and future in an epic battle that spans across space and time. But just who or what is responsible for rallying the best and brightest in a contest of skill is a question that the characters must solve for themselves—one kick, punch, chop, and block at a time.

DESIGNED BY FIGHTING GAME ALL-STARS

The lead designers at SuperBot, developers of *PlayStation All-Stars* , know their fighting games. Much of the core team responsible for the combat system are, or have been, national-level fighting game tournament players. With years of expertise in the fighting genre, the team approached the design of the combat system with the difficult goal of removing the execution barrier of traditional 2D fighters for greater accessibility, while maintaining the depth and creativity that hardcore fighting game enthusiasts crave. Sony Santa Monica's external team Lead Designer—and fighting game community legend—Seth Killian broke down this philosophy best in an interview with the official PlayStation BlogCast posted online September 20th, 2012:

"One of the things I love about this game is that the controls are not the obstacle. So anybody can do all the moves in the game 'cause it's just a button or a button plus a direction, and from there, it's just being smart about your movement and controlling your techniques. And, you know, there's going to be some complicated techniques that the best players will [use] to pull off some interesting things, but you're never going to struggle to do the moves, and I feel that it opens up fighting games to an audience that just hadn't really thought about it as potentially being for them before[...].

The game really is super open to everybody. I think what usually stops people from enjoying fighting games is: one, they look like a really complicated mess. And then two, you're like: "Well how do I do this move? That looks awesome!" "Oh, well you have to wave the controller around in a 980-degree arc, and then you hit these eight buttons in this order," and then you're like, "Eh, forget it. I'm just going to play something I like." So this [game] takes all that out of the way so you can just focus on the strategy."

Professional care, combined with tournament-level expertise and drive for perfectionism, has enabled SuperBot to achieve this delicate balance in *PlayStation All-Stars Battle Royale* . The result is a play style that may appear simple and easy to learn on the surface, but also contains a rich combat system more in line with traditional fighting games for arcade stick-wielding warriors to explore.

"THE THINGS I'LL TEACH YA IS SURE TO BEAT YA..."

CHOP
CHOP
U-DRIVE

The goal of this guide is to help you become a better brawler by removing the next layer of that accessibility barrier and opening a path to experience the full breadth of *PlayStation All-Stars* ' combat system. Each chapter serves a focus for different aspects of the game, organized in a way that allows you to progress at your own pace as you work your way up the online leaderboards.

The Basics chapter focuses on the various control options available to you, along with an explanation of the various menu options found throughout the game. It next dives into the Ranking Points system, explaining how to unlock various rewards as you progress through the game. Finally, a comprehensive glossary explains the essential terminology used throughout the guide to build a solid foundation for success.

Next, the Gameplay chapter introduces you to the rules and mechanics of *PlayStation All-Stars* . From the basics of moving and attacking to an in-depth analysis of the game's more advanced concepts and hidden gameplay rules, this chapter is an essential component of mastering your overall approach to each and every battle that awaits you.

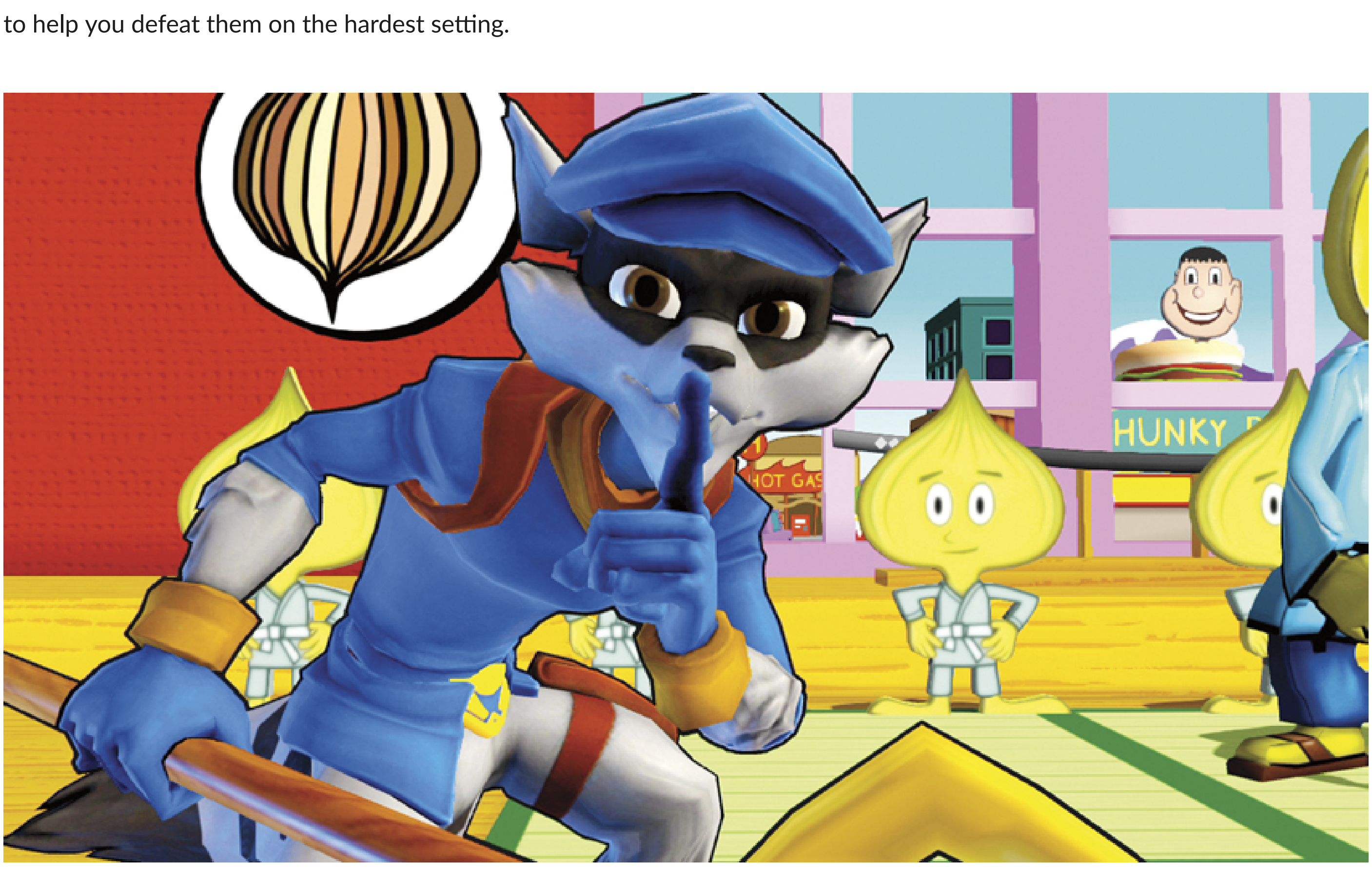
Player 1
1P
1
Fat Princess
2P SUPER
0
4
Kratos
3P
30
1
Sackboy
4P
1

Characters, and how they work, are the most crucial element of any fighting game. Inside this chapter, you can find an in-depth analysis of all 20 All-Stars, including breakdowns of their individual styles, unique mechanics, suggested strategies, combos, and detailed data for each of their attacks.

While sharing common elements, each level in the game is its own entity with unique platform layouts, Hazards, and mash-up events that can affect how you handle your character. The Levels section breaks down each level to its core elements, explaining the timeline of events that occurs in a typical match and highlighting strategic hot spots to take advantage of.

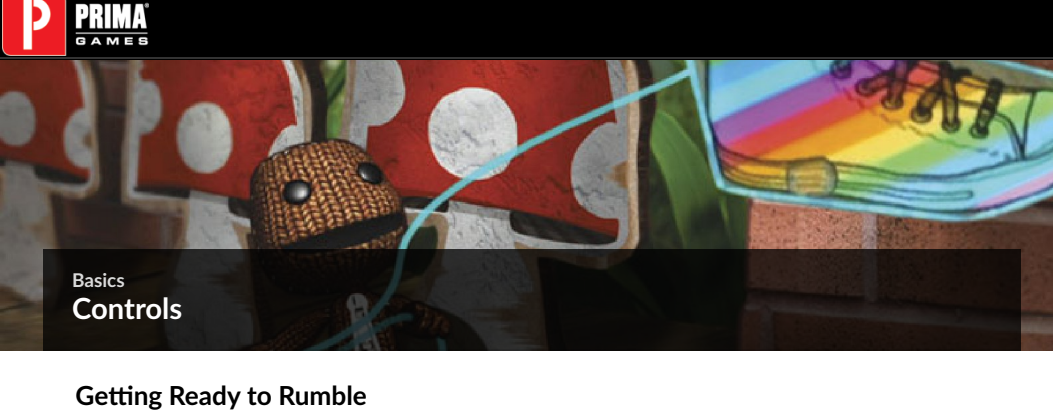
The Items section explains the best methods for using each pick-up in the game, giving you the knowledge to judge their effectiveness for your chosen All-Star.

Next are the Arcade Mode and Combat Trials chapters, covering the core of the single-player offerings in the game. Arcade Mode offers match-up strategies for each character's rivalry battle, along with a walkthrough of the mysterious final boss—if you don't want to spoil the identity of the mysterious force behind this clash of heroes, then you might want to avoid looking at this chapter right away. Combat Trials breaks down the info for each of the 400+ challenges that await you, with strategies to help you defeat them on the hardest setting.



Finally, the Goals, Rewards, and Trophy Guide chapters walk you through all of the unlockable content in *PlayStation All-Stars* . Completing the requirements outlined in these areas can get you that coveted Platinum Trophy in no time, while at the same time rewarding you with a cornucopia of costumes, Taunts, Icons, Backings, and more items to show off your personal style both online and offline.

Keep this guide handy as you explore the many hours of entertaining battles that *PlayStation All-Stars* has to offer. Chances are if you're stuck learning a particular character or concept, the answer is only a few pages away. Now, what are you waiting for? Pick up that DualShock 3, and get ready for a battle of epic PlayStation proportions!



Basics

Controls

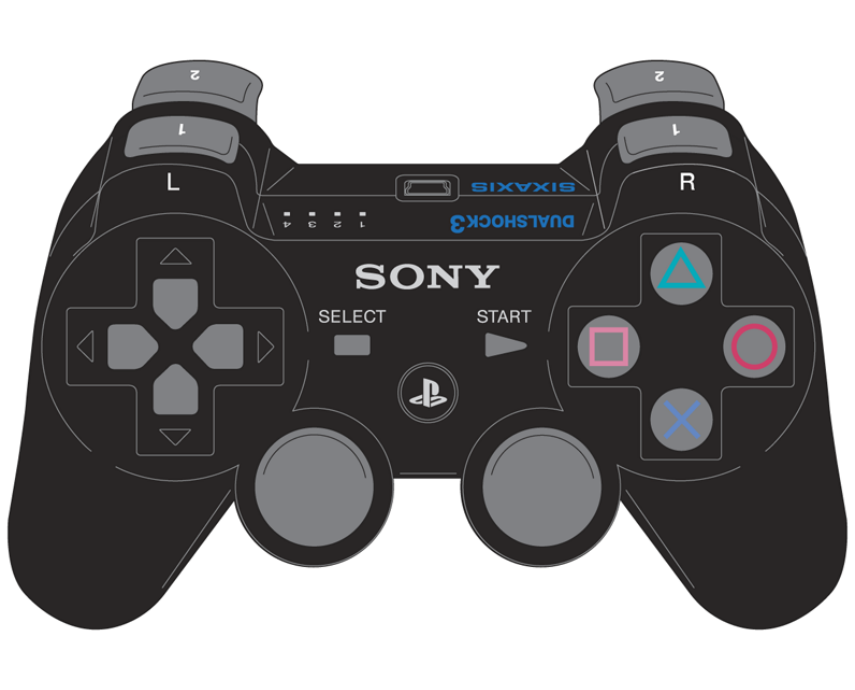
Getting Ready to Rumble

Preparation is the key to success, in life as in battle. Before choosing an All-Star and stepping into the ring, it's imperative that you gain at least a basic understanding of how to control your character and navigate the menu options. Knowing how to get into a fight and being able to land an attack is but the first step on your journey to uncover the mystery of who assembled these PlayStation superstars and heading online to decimate your foes.

Controls

Every All-Star has brought an arsenal of superior weaponry to the Battle Royale. Kratos has the Blades of Athena; Dante has his twin guns, Ebony and Ivory; Sackboy has his Cakeinator. You have your controller, the most powerful weapon of all. Based on your personal preferences, *PlayStation All-Stars Battle Royale* supports three different input devices: the standard DualShock 3 controller, arcade-style fight sticks, and the PlayStation Vita system.

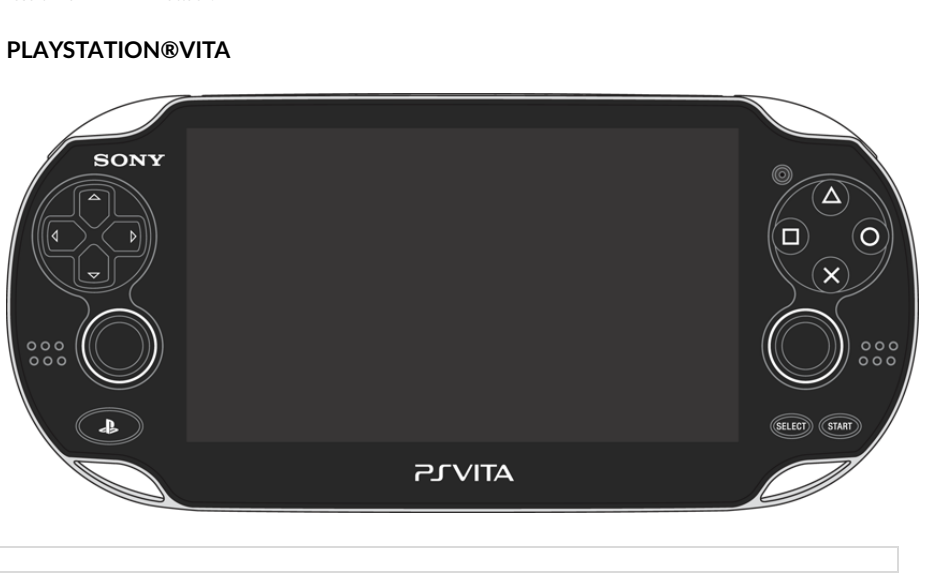
DUALSHOCK 3



Move	directional buttons or left stick
Jump/Double Jump	✕ / ✕ , ✕
Attack 1	□
Attack 2	△
Attack 3	○
Throw Opponent	right stick
Pick Up/Discard Item	R1
Super Attack	R2
Block/Air Dodge	L1
Dodge Roll	L1 + ← / →
Taunt	L2
Pause Menu	START

The DualShock controller is as iconic as the system it connects to, as its basic shape hasn't changed much since the first PlayStation arrived in 1995. Likely to be the most widely used interface for players, the DualShock 3's greatest advantage is its two movement input options. Using the left stick, you can control how fast your character moves by gradually moving it closer to the outside, but at the expense of less accuracy when performing attacks that require a directional input. Your character is forced to always run when using the directional buttons, but you can be assured that your → □ attack doesn't accidently result in an ↑ □ attack.

PLAYSTATION®VITA



Move	directional buttons or left stick
Jump/Double Jump	✕ / ✕ , ✕
Attack 1	□
Attack 2	△
Attack 3	○
Throw Opponent	right stick
Pick Up/Discard Item	tap the touchscreen
Super Attack	R
Block/Air Dodge	L
Dodge Roll	L + ← / →
Taunt	SELECT
Pause Menu	START

PlayStation Vita owners get to share in a new high point in PlayStation history, as *PlayStation All-Stars Battle Royale* is the first title to support Cross-Play and Cross-Buy features. This means that the PlayStation 3 and PlayStation Vita versions of the game can play against one another, online or on the same network. Both versions are absolutely identical, except the PlayStation Vita version slightly changes the way you interact with Items, perform Taunts, and activate Super attacks due its lack of a second set of shoulder buttons. To pick up or drop an Item, just tap the touchscreen when your character is near. Press R to execute your Super attack, and press SELECT to perform a Taunt.

All strategies, data, and combos presented in this guide work for both the PlayStation Vita and PlayStation 3 versions of the game.

> **Note**
>
> VITA AND NOTATION NOTE
>
> Aside from a lack of L2 / R2 buttons, the PlayStation Vita version of the game controls exactly the same as its console counterpart. All move/attack notations in this guide assume that the player is using a DualShock 3 controller. If you're playing the game on the Vita, just remember that Super attacks and Taunts are activated differently.

ARCADE STICKS

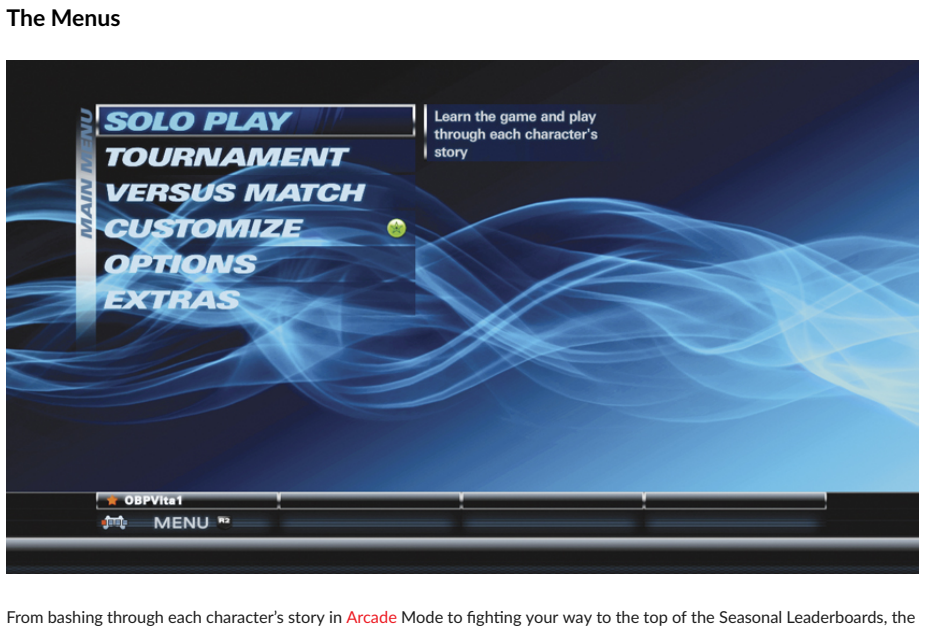
Move	directional buttons or left stick
Jump/Double Jump	○ / ○ , ○
Attack 1	□
Attack 2	△
Attack 3	R1
Throw Opponent	L2
Pick Up/Discard Item	L1
Super Attack	R2
Block/Air Dodge	✕
Dodge Roll	✕ + ← / →
Taunt	SELECT
Pause Menu	START

Those who tend to play more traditional fighting games might already own an arcade stick, as its joystick and button layout accurately recreate the arcade experience and allow for more precise attack inputs. Due to the resurgence of fighting games over the last four to five years, arcade-quality sticks are relatively easy to acquire these days. Since they use actual arcade components, these types of controls can be fully customized with buttons, ball tops, and internal components to suit an individual player's needs.

PlayStation All-Stars Battle Royale can accommodate arcade-style players easily, despite the lack of a right stick for throws. Fight stick players can press L2 + ↑ / ↓ / ← / → to throw their opponent in the desired direction.

Character movement is limited to run-only when using an arcade stick, due to the lack of analog input. You also may want to consider which type of joystick "gate" you wish to use. The "gate" is a plastic plate on the underside of a joystick that restricts its movement area. Typically, most sticks come equipped with a "square gate" that restricts maximum movement to the four corners of the gate, but some may prefer an octagonal gate that allows for more precise quarter-circle motions. Since all attacks have inputs that involve a simple direction + button input, a square gate seems like a natural fit to the gameplay of *PlayStation All-Stars* . However, it all comes down to personal preference and what works best for you.

The Menus



Learn the game and play through each character's story

From bashing through each character's story in Arcade Mode to fighting your way to the top of the Seasonal Leaderboards, the Main Menu serves as your portal to the world of *PlayStation All-Stars* . It may seem redundant to cover this in a strategy guide, but it's important to know where the action is!

SOLO PLAY

For those lone wolves out there, Solo Play is where to find all of the single-player offerings available in the game. Tackle each character's story in Arcade Mode, challenge yourself in a series of Combat Trials, or fine-tune your combos in Practice Mode.

Nearly every single-player game type offers three levels of difficulty: Hero, Legend, and All-Star. Higher difficulties yield smarter and more ruthless AI competition but also richer rewards for the daring brawler who can defeat them.

Arcade Mode

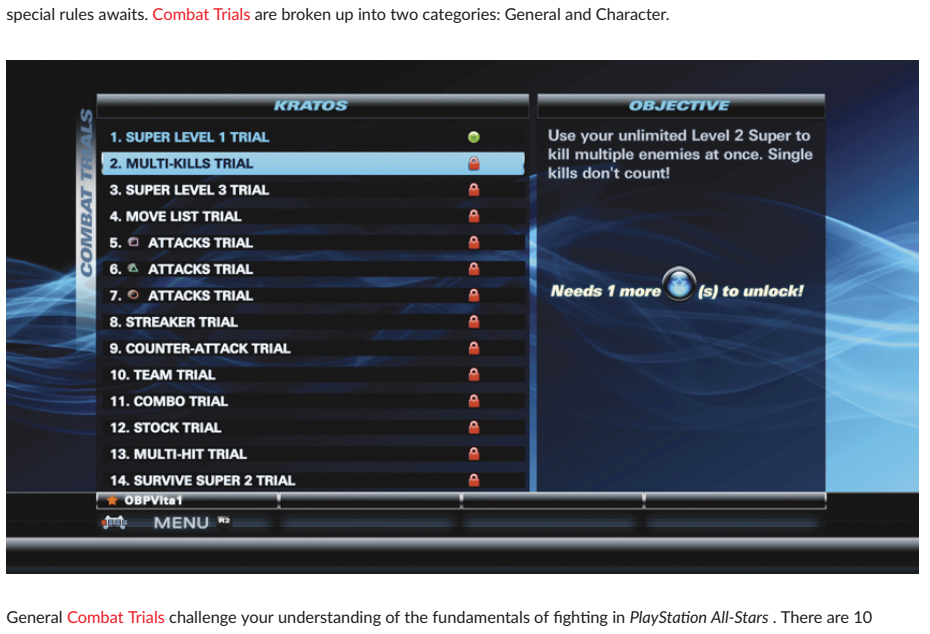
Select a character and experience the Battle Royale from their point of view, eventually uncovering the mystery behind this merging of worlds. Arcade Mode consists of a series of battles ranging from one-on-one to team-based game modes, eventually leading to a battle with your character's rival… and, of course, the final boss.

> **Note**
>
> FIGHT YOUR RIVAL!
>
> Just because every character is a member of the PlayStation family doesn't mean everything is sunshine and rainbows. With so many distinct personalities, conflicts are bound to occur. Here's a list of the character rivalries in *PlayStation All-Stars Battle Royale* :
>
> - Kratos vs. Sweet Tooth
> - Big Daddy vs. Sackboy
> - Heihachi vs. Toro
> - PaRappa vs. Spike
> - Sly Cooper vs. Nathan Drake
> - Radec vs. Sir Daniel
> - Raiden vs. Cole MacGrath
> - Jak and Daxter vs. Ratchet & Clank
> - Nariko vs. Dante
> - Fat Princess vs. Evil Cole

The opponents and stages encountered in each level change depending on your current character and difficulty level. Be sure you're familiar with the ins and outs of a character before tackling the All-Star difficulty level if you wish to survive. For strategies on rival match-ups and defeating the final boss (along with spoiling its identity), check out the Arcade Mode section.

Combat Trials

Those looking to test their mettle need look no further than the Combat Trials menu, where a number of unique matches with special rules awaits. Combat Trials are broken up into two categories: General and Character.

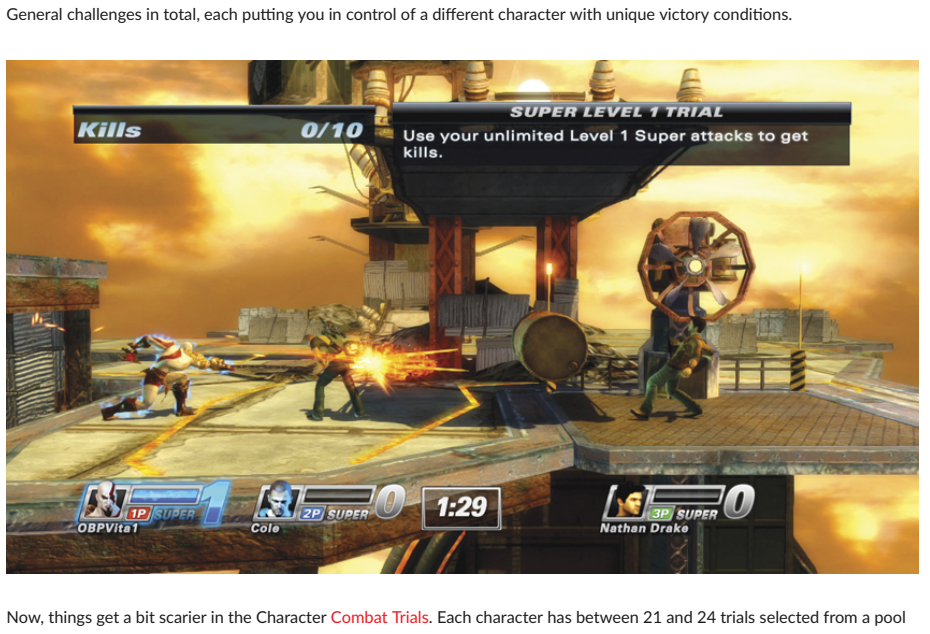


1. SUPER LEVEL 1 TRIAL
2. MULTI-KILLS TRIAL
3. SUPER LEVEL 3 TRIAL
4. MOVE LIST TRIAL
5. ATTACKS TRIAL
6. ATTACKS TRIAL
7. ATTACKS TRIAL
8. STREAKER TRIAL
9. COUNTER-ATTACK TRIAL
10. TEAM TRIAL
11. COMBO TRIAL
12. STOCK TRIAL
13. MULTI-HIT TRIAL
14. SURVIVE SUPER 2 TRIAL

Use your unlimited Level 2 Super to kill multiple enemies at once. Single kills don't count!

Needs 1 more (s) to unlock!

General Combat Trials challenge your understanding of the fundamentals of fighting in *PlayStation All-Stars* . There are 10 General challenges in total, each putting you in control of a different character with unique victory conditions.

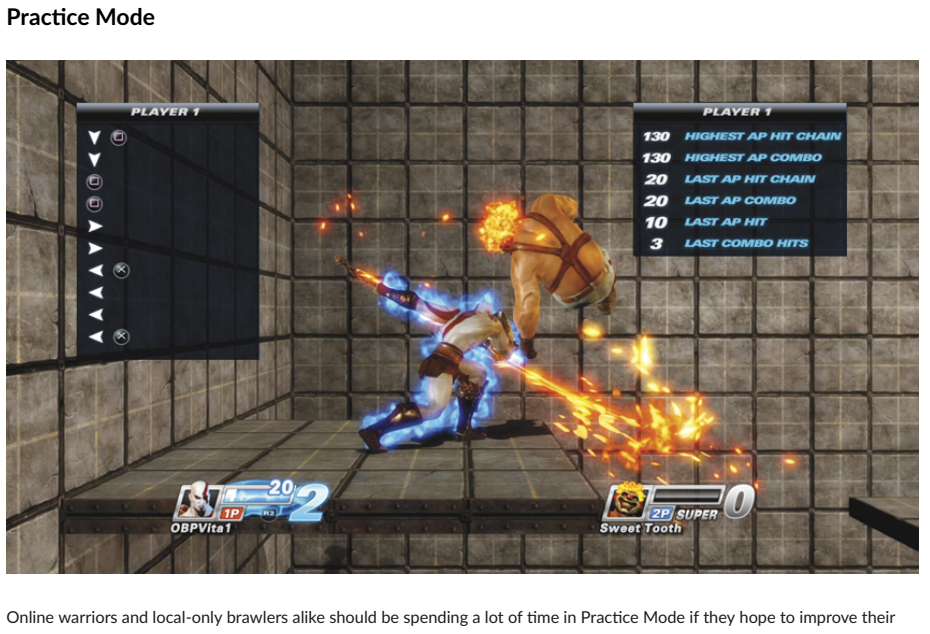


Use your unlimited Level 1 Super attacks to get kills.

Now, things get a bit scarier in the Character Combat Trials. Each character has between 21 and 24 trials selected from a pool of unique challenges, all of which are identical across the entire cast. Character-specific trials involve proving your mastery with a specific move or ability that the character possesses, such as executing Kratos's counter move or using PaRappa's skateboard to reflect projectiles.

All Combat Trials offer the same three difficulty levels as Arcade Mode. Increased difficulty not only means that your opponents are more ruthless, but stricter time and score requirements are present, as well. Rules and tips for each Combat Trial can be found in the Combat Trials section.

Practice Mode

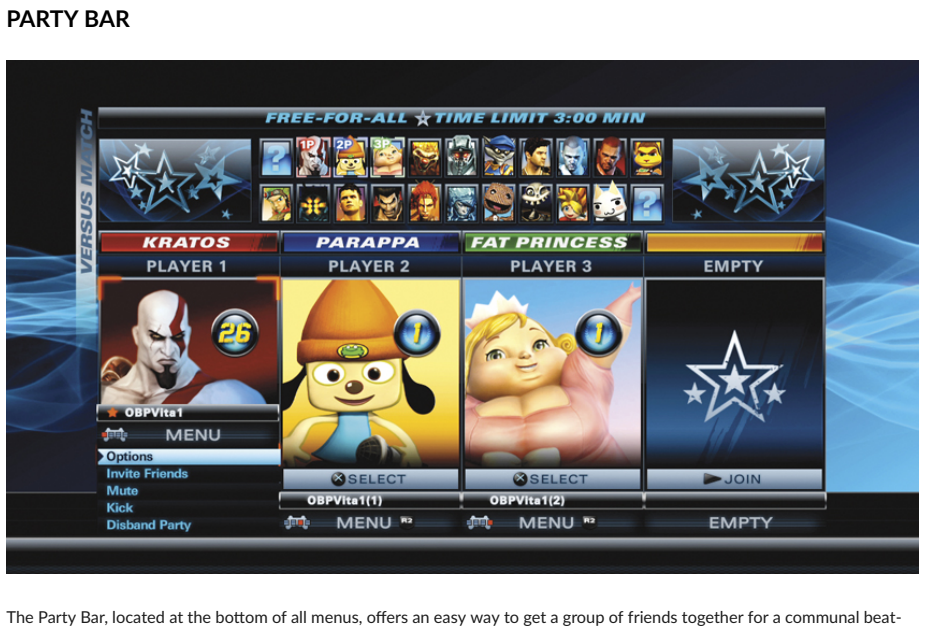


Online warriors and local-only brawlers alike should be spending a lot of time in Practice Mode if they hope to improve their game. Practice Mode lets you fight for an unlimited amount of time on any stage against any opponent, with a wide range of preset AI options to recreate nearly any gameplay scenario.

Tutorial

Everyone has to start somewhere, right? The Tutorial menu is your go-to spot to learn the basic gameplay mechanics of *PlayStation All-Stars* . The game includes Basic and Advanced sections that apply to all characters, while Character tutorials provide a basic overview of each character's move list. When you want to get more in-depth with a particular All-Star, the Combo tutorials demonstrate attacks that work well together.

PARTY BAR



The Party Bar, located at the bottom of all menus, offers an easy way to get a group of friends together for a communal beat-down. Press R2 to open the Party Bar, and select Invite Friends to quickly invite anyone from your PlayStation Network friends list to join your party. Local players simply need to press START to join in on the action. PlayStation Vita players can find the Party Bar by tapping an icon in the upper-right corner of the touchscreen.

The Options selection allows for changing global game options on the fly. If there's a troublemaker in your party, select Kick and then their PSN ID to boot them out… or select Disband Party to kick everyone out all at once.

TOURNAMENT

Fighting games are almost always more fun when playing against living, breathing, human opponents. Luckily, *PlayStation All-Stars* is outfitted with several excellent options for doing just that!

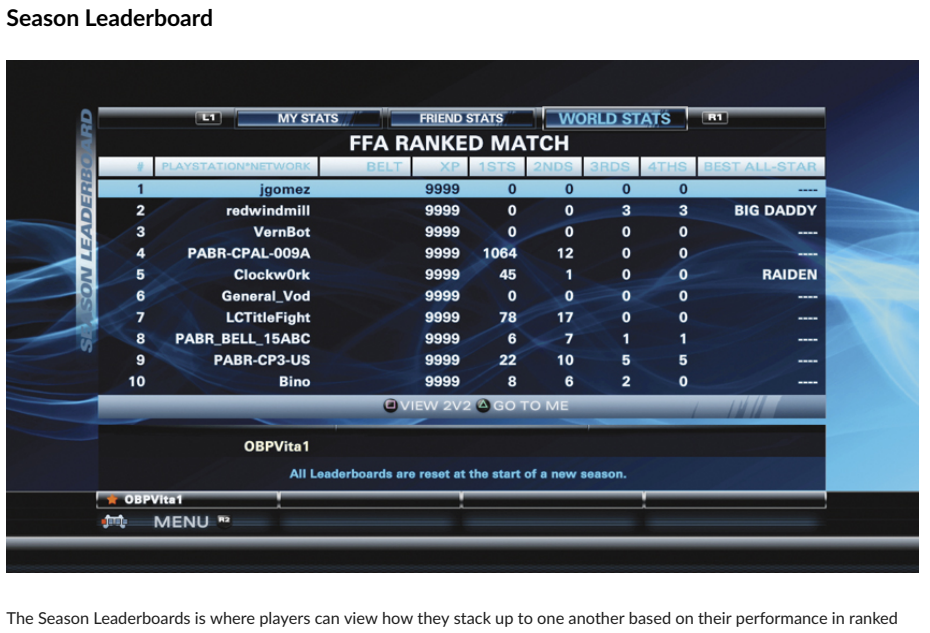
Ranked Match

Those who aspire to climb the online leaderboards are going to be spending a lot of time brawling in Ranked Match games. Ranked matches follow a specific set of rules: three-minute matches, default item drop rates, default AP generation, and a mixture of Free-For-All and 2v2 modes. You may bring a partner into Tournament mode either via an online invite or by using a second controller on the same system.

Quick Match

Quick Match offers a more casual online experience, allowing you to define the matchmaking options. You may filter search parameters by game type (FFA or 2v2), match limit (timed, stock limit, kill limit), or item preferences (allowed or not allowed). Quick Match games are not ranked, and you may only have one other player in your party.

Season Leaderboard



FFA RANKED MATCH

#	PLAYSTATION NETWORK	BELT	XP	1STS	2NDS	3RDS	4THS	BEST ALL-STAR
1	jgomez		9999	0	0	0	0	----
2	redwindmill		9999	0	0	3	3	BIG DADDY
3	VernBot		9999	0	0	0	0	----
4	PABR-CPAL-009A		9999	1064	12	0	0	----
5	Clockw0rk		9999	45	1	0	0	RAIDEN
6	General_Vod		9999	0	0	0	0	----
7	LCTitleFight		9999	78	17	0	0	----
8	PABR_BELL_15ABC		9999	6	7	1	1	----
9	PABR-CP3-US		9999	22	10	5	5	----
10	Bino		9999	8	6	2	0	----

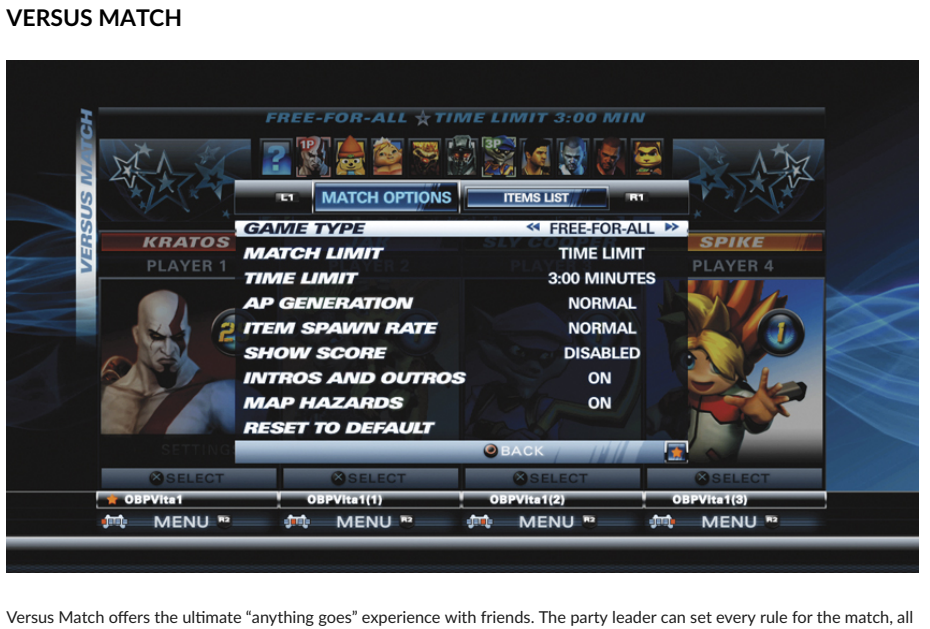
OBPVita1

All Leaderboards are reset at the start of a new season.

The Season Leaderboards is where players can view how they stack up to one another based on their performance in ranked Tournament matches. Your overall rank, Supers Per Minute (SPM), and number of times placed 1st/2nd/3rd/4th are put on display for the world to see.

If you're not entirely happy with your current ranking, don't worry. Unlike a majority of fighting games where the leaderboard is perpetual, the leaderboards in *PlayStation All-Stars* are reset at the beginning of every season, which lasts a fixed number of days. To see the number of days remaining in a season, simply highlight the menu option from the Main Menu, and take a peek at the description text.

VERSUS MATCH



GAME TYPE: FREE-FOR-ALL
MATCH LIMIT: TIME LIMIT
TIME LIMIT: 3:00 MINUTES
AP GENERATION: NORMAL
ITEM SPAWN RATE: NORMAL
SHOW SCORE: DISABLED
INTROS AND OUTROS: ON
MAP HAZARDS: ON
RESET TO DEFAULT

Versus Match offers the ultimate "anything goes" experience with friends. The party leader can set every rule for the match, all the way down to which items can and cannot spawn! Press L2 (SELECT on PlayStation Vita) to bring up the list of options.

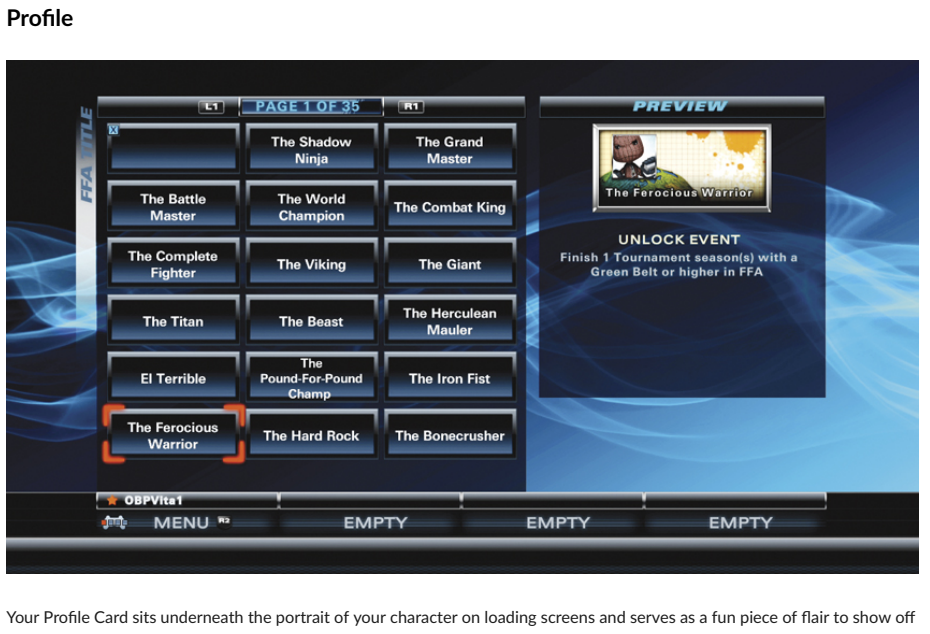
Opponents can be invited from your friends list, sitting on the couch next to you with another controller, or a combination of the two! Anything goes!

> **Tip**
>
> SUPER BOTS
>
> In Versus Match or Practice Mode, you can assign computer-controlled bots to fill in any empty slots in your party. On the character selection screen, press L1 or R1 to swap between slots, and press ✕ to select a character. You can adjust the difficulty of the AI opponent by pressing △ to cycle through difficulty options ranging from CPU 1 to CPU 5.

CUSTOMIZE

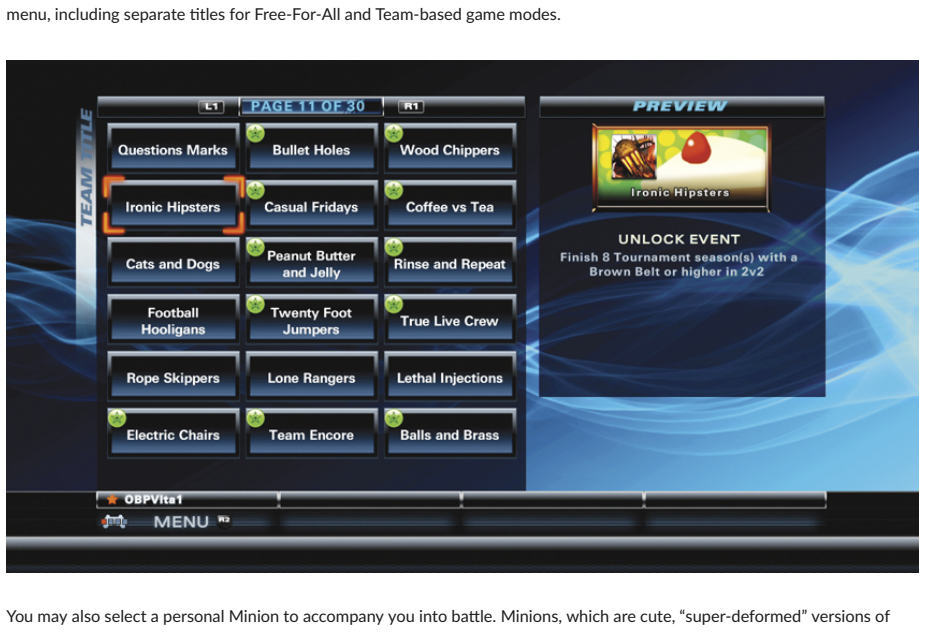
Completing matches, completing Combat Trials, clearing Arcade Mode, and finishing other noteworthy tasks reward you with Ranking Points that gradually level up your characters' individual Ranks and unlock various goodies. The Customize menu is where you can put those goodies to use, or view the requirements for unlocking even more!

Profile



UNLOCK EVENT
Finish 1 Tournament season(s) with a Green Belt or higher in FFA

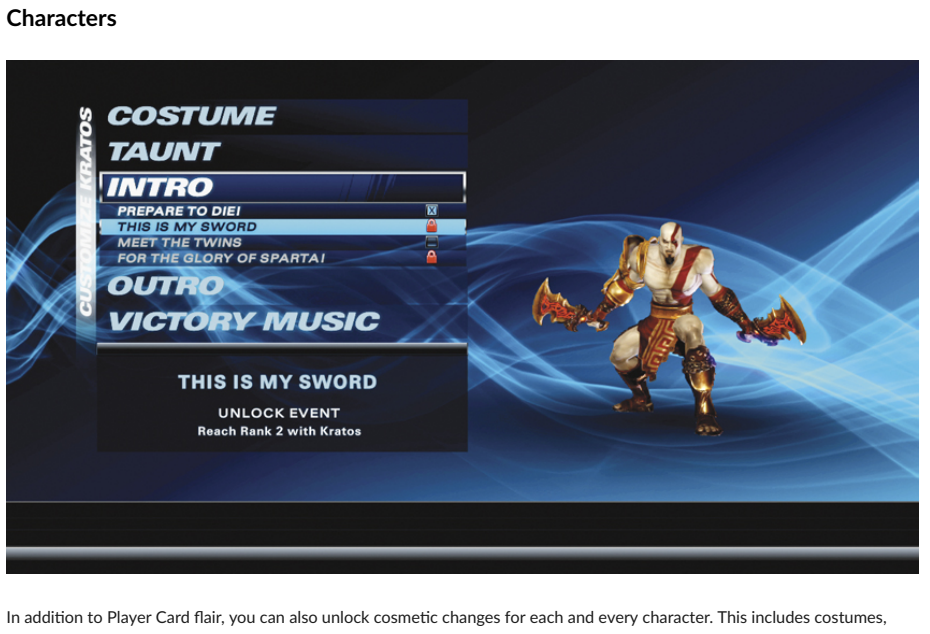
Your Profile Card sits underneath the portrait of your character on loading screens and serves as a fun piece of flair to show off before matches. Player Cards consist of three elements: a backing, an icon, and a title. Each of these can be set in the Profile menu, including separate titles for Free-For-All and Team-based game modes.



UNLOCK EVENT
Finish 8 Tournament season(s) with a Brown Belt or higher in 2v2

You may also select a personal Minion to accompany you into battle. Minions, which are cute, "super-deformed" versions of supporting cast members from each All-Star franchise, serve as mascots that cheer you on in pre and post-game sequences, or when you score multiple kills with a single Super attack.

Characters



THIS IS MY SWORD
UNLOCK EVENT
Reach Rank 2 with Kratos

In addition to Player Card flair, you can also unlock cosmetic changes for each and every character. This includes costumes, Taunt animations, intro/outro animations, and even victory music!

Goals

Goals are a number of pre-defined challenges that reward Ranking Points and new customization items as their requirements are met. These are tracked over the course of your entire *PlayStation All-Stars* career and range in difficulty across seven different categories: Session, Career, Tournament, Ranked Match, Arcade, Combat Trials, and Versus. There are 443 Goals to reach in total, so you'd better get started soon! For a complete list of Goals and reward descriptions, check out the Goals section.

OPTIONS

Also accessible from the Party Bar, the Options menu allows you to adjust Music and SFX volume, along with toggling Subtitles and Vibration on or off.

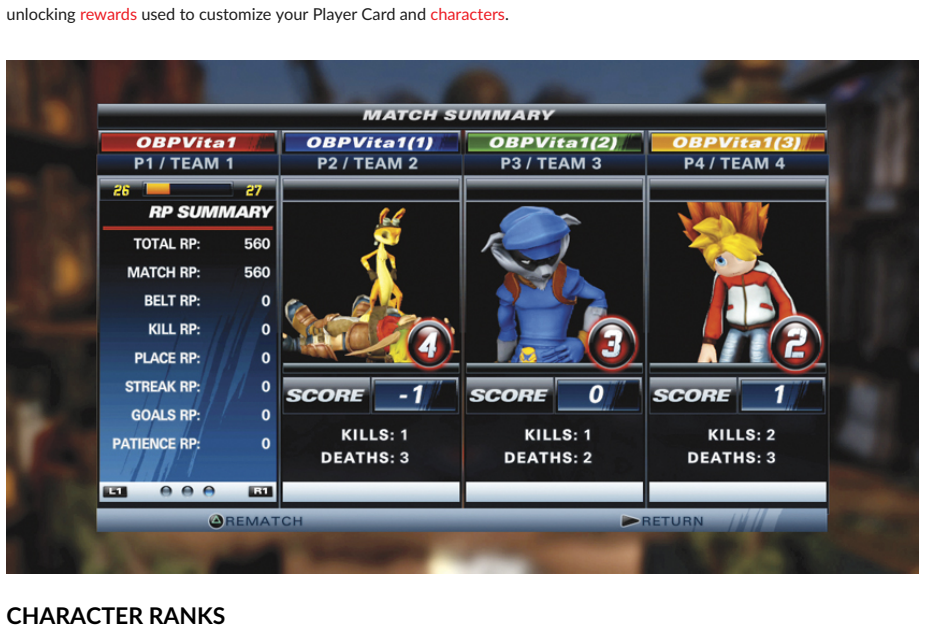
Controls customization can be found on this menu, too. There are presets established for controllers and arcade sticks, or you can manually configure the game controls to suit your play style.

EXTRAS

Each character's biography and the credits video, showcasing the fine men and women who brought *PlayStation All-Stars Battle Royale* to life, can be viewed from this menu.

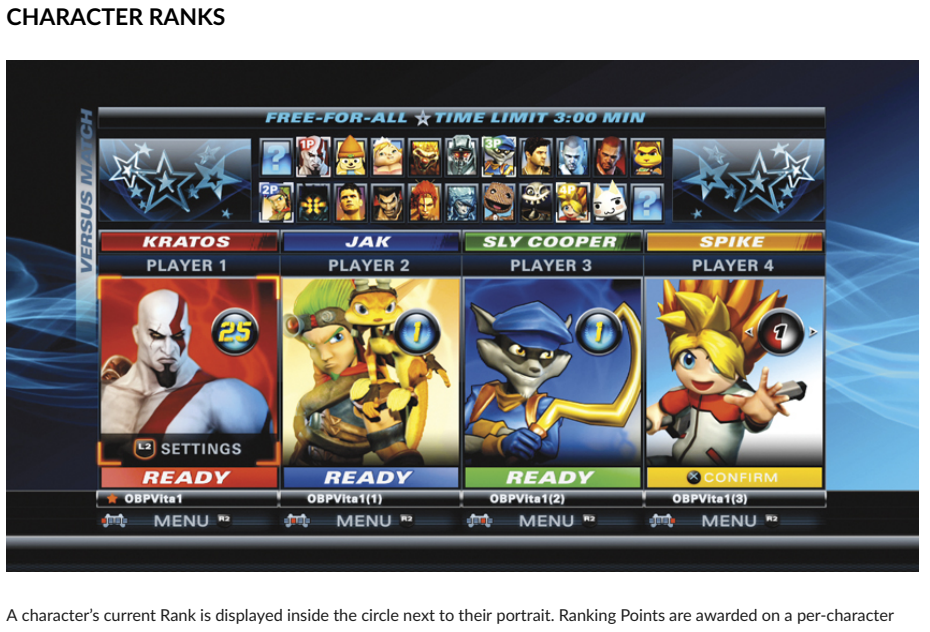
Ranking System

"To the victor goes the spoils," as the saying goes, and in *PlayStation All-Stars* , the spoils of war are awarded in the form of Ranking Points, or RP for short. Ranking Points are awarded for meeting various criteria in any game mode and are the key to unlocking rewards used to customize your Player Card and characters.



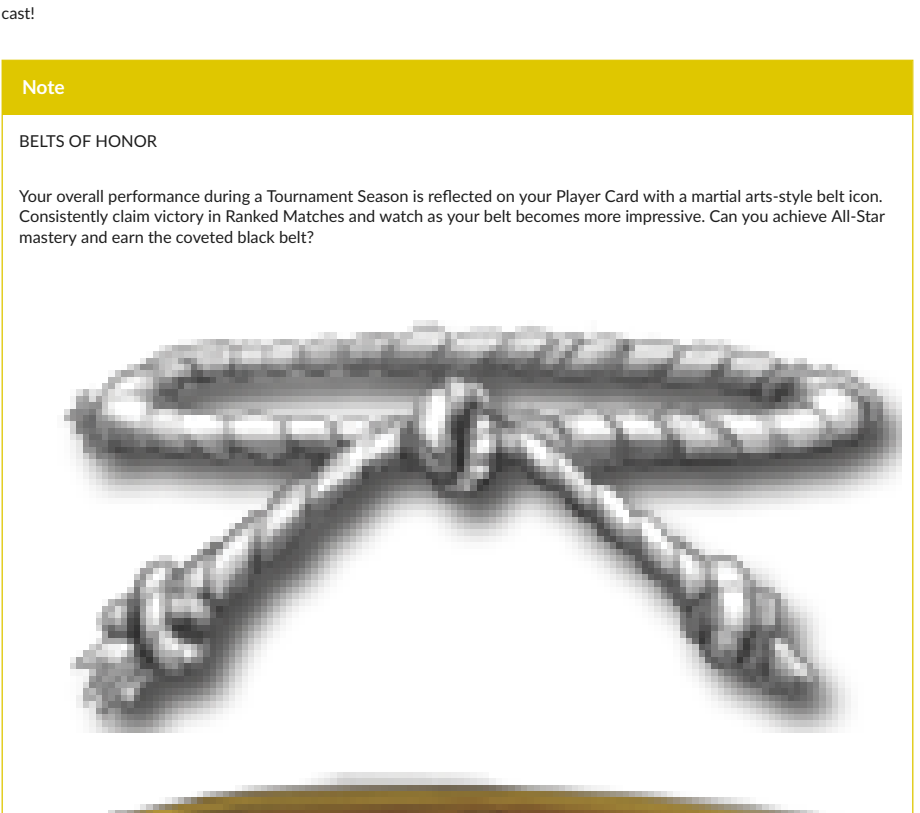
OBPVita1	OBPVita1(1)	OBPVita1(2)	OBPVita1(3)
P1 / TEAM 1	P2 / TEAM 2	P3 / TEAM 3	P4 / TEAM 4
RP SUMMARY TOTAL RP: 560 MATCH RP: 560 BELT RP: 0 KILL RP: 0 PLACE RP: 0 STREAK RP: 0 GOALS RP: 0 PATIENCE RP: 0	4 SCORE -1 KILLS: 1 DEATHS: 3	3 SCORE 0 KILLS: 1 DEATHS: 2	2 SCORE 1 KILLS: 2 DEATHS: 3

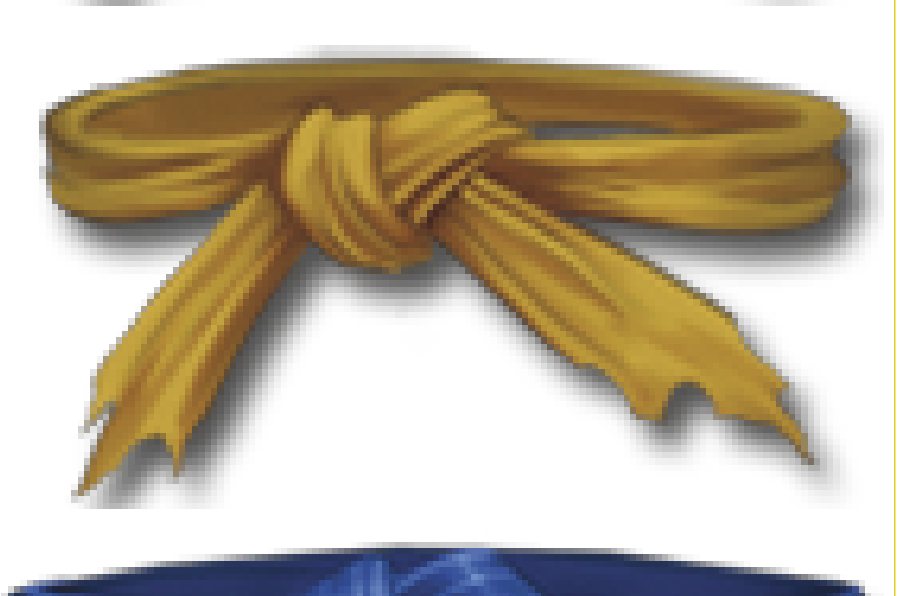
CHARACTER RANKS

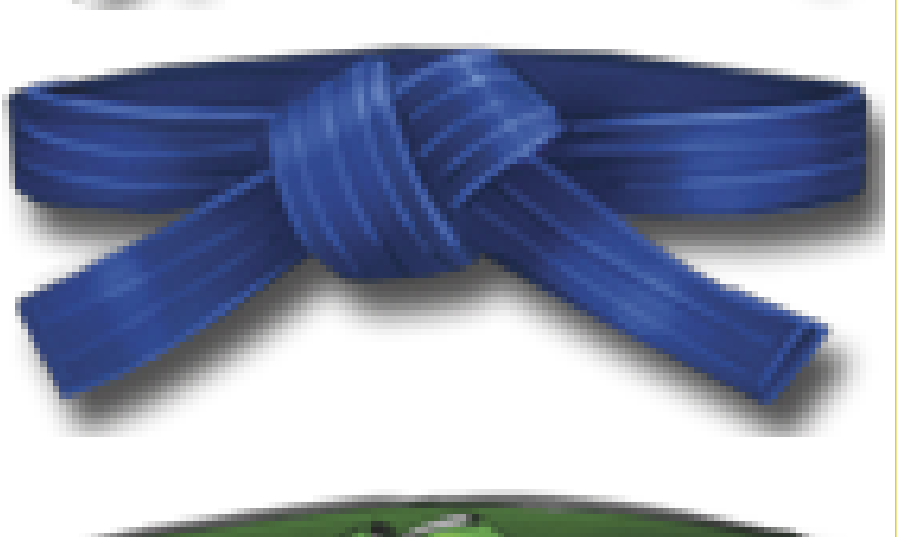


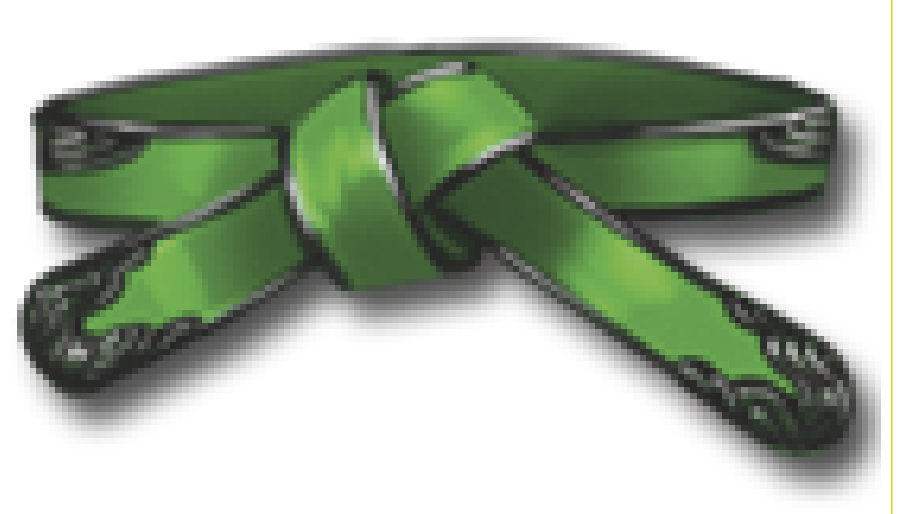
A character's current Rank is displayed inside the circle next to their portrait. Ranking Points are awarded on a per-character basis, with characters earning a single Rank for every 1,000RP earned. By gaining additional Ranks, you can unlock new costumes, Taunts, and other customization items for that character along with icons and backings to add a bit of flair to your Player Card. Each character can claim up to 300 Ranks, which translates into 300,000RP per character to max out the entire cast!

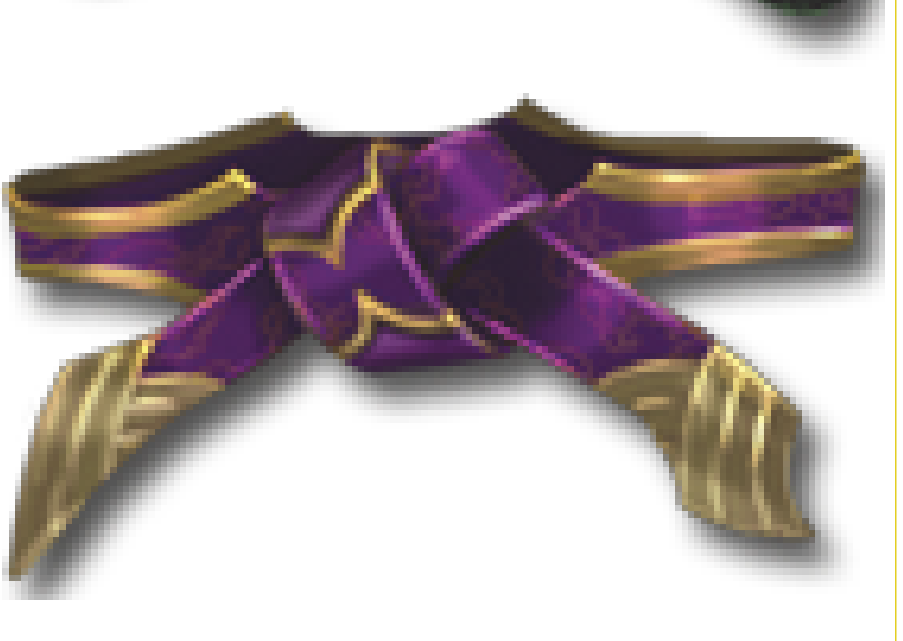
> **Note**
>
> BELTS OF HONOR
>
> Your overall performance during a Tournament Season is reflected on your Player Card with a martial arts-style belt icon. Consistently claim victory in Ranked Matches and watch as your belt becomes more impressive. Can you achieve All-Star mastery and earn the coveted black belt?

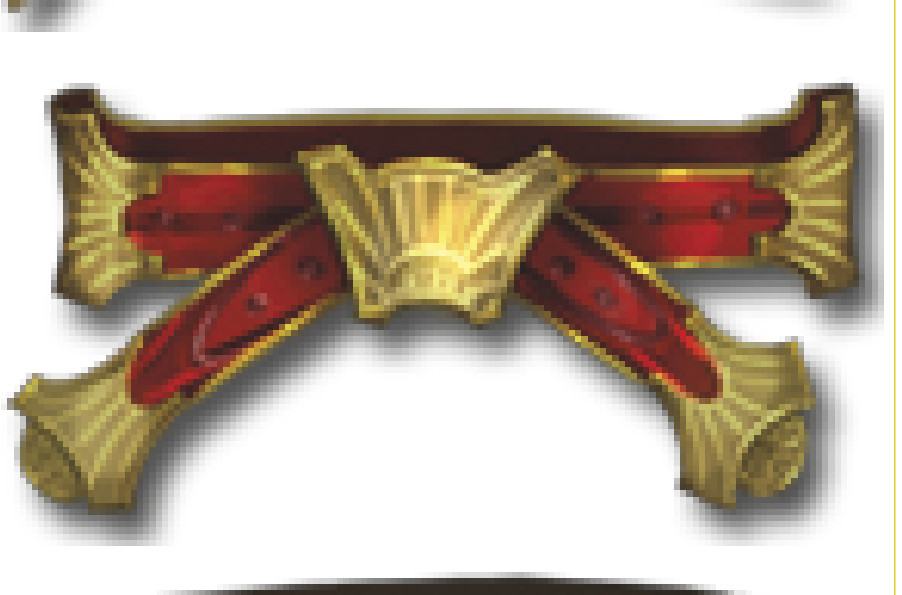


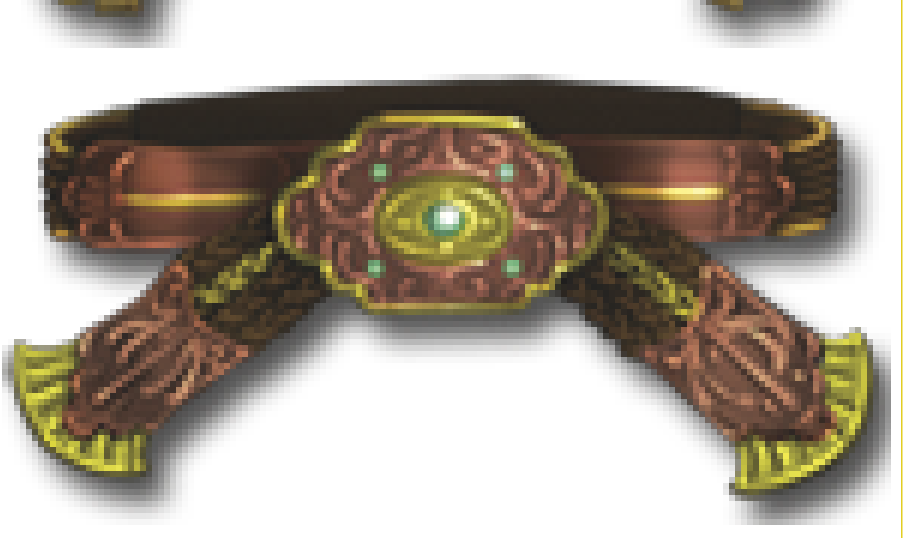


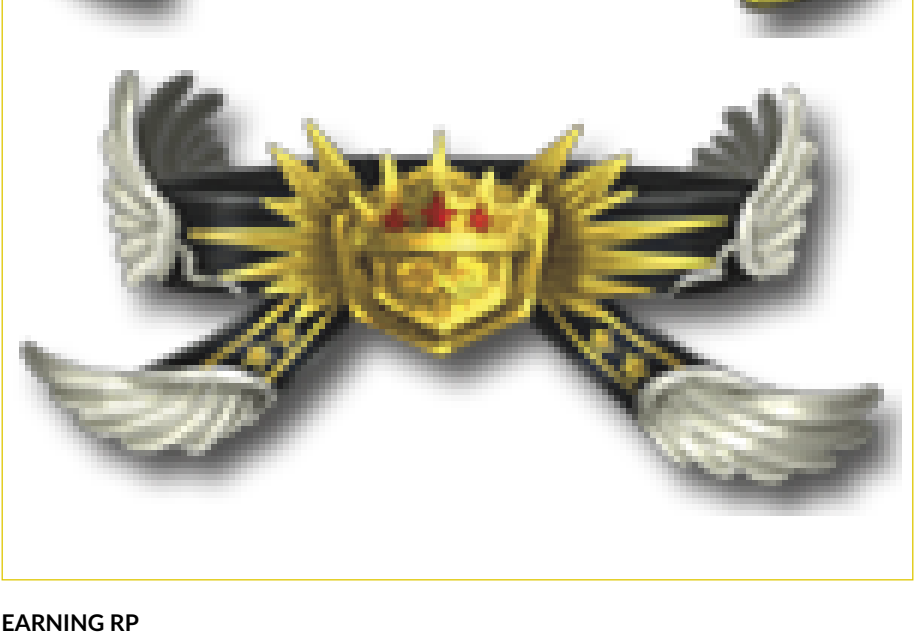












EARNING RP

Luckily, the Ranking Points flow freely in *PlayStation All-Stars* . Just completing Arcade Mode on All-Star difficulty can raise a character from Rank 1 to Rank 20 in a single playthrough. There are plenty of ways to earn RP outside of Arcade Mode, too. Everything from completing an online match to bashing bots in Versus Mode can increase your Rank, and completing the various Goals the game offers can jump your character ahead several more Ranks in an instant. All of the RP you earn, regardless of source, is awarded at the end of a match and can be viewed on the Match Summary screen after a battle. In addition, unique RP Bonuses are awarded to players based on various criteria, listed in the following table.

RP Bonuses

#	Bonus Name	RP Summary Category	Description	RP Awarded
1	Online Match Completion	Match RP	Complete an online match without quitting or disconnecting.	1000
2	Versus Match Completion	Match RP	Complete a Versus match. RP awarded is variable based on CPU vs. Human opponents.	Variable
3	White Belt Bonus	Belt RP	Bonus award for possessing a white belt and completing a match.	50
4	Orange Belt Bonus	Belt RP	Bonus award for possessing an orange belt and completing a match.	150
5	Blue Belt Bonus	Belt RP	Bonus award for possessing a blue belt and completing a match.	250
6	Green Belt Bonus	Belt RP	Bonus award for possessing a green belt and completing a match.	350
7	Purple Belt Bonus	Belt RP	Bonus award for possessing a purple belt and completing a match.	450
8	Red Belt Bonus	Belt RP	Bonus award for possessing a red belt and completing a match.	550
9	Brown Belt Bonus	Belt RP	Bonus award for possessing a brown belt and completing a match.	750
10	Black Belt Bonus	Belt RP	Bonus award for possessing a black belt and completing a match.	900
11	Win Streak Bonus	Streak RP	Bonus begins after two 1st place wins in a row and increases in value as the streak continues.	500/750/900
12	Second Place Streak Bonus	Streak RP	Bonus begins after two 2nd place wins in a row and increases in value as the streak continues.	250/350/550
13	No Disconnect Streak Bonus	Streak RP	Bonus begins after completing two full matches without disconnecting and increases as streak continues.	100/150/200
14	1st Place	Place RP	Awarded for finishing a match in 1st place.	400
15	2nd Place	Place RP	Awarded for finishing a match in 2nd place.	250
16	Patience Bonus	Place RP	Bonus earned by waiting for the online matchmaking system to place you into a match. Increases based on time.	15–450
17	Kill Bonus	Kill RP	Variable bonus based on the number of Kills earned during a match.	50–1000
18	Combat Trial (Hero)	Goals RP	Awarded for completing any Combat Trial on Hero difficulty.	1000
19	Combat Trial (Legend)	Goals RP	Awarded for completing any Combat Trial on Legend difficulty.	1250
20	Combat Trial (All-Star)	Goals RP	Awarded for completing any Combat Trial on All-Star difficulty.	1400
21	Arcade Match (Hero)	Goals RP	Awarded for completing any Arcade Mode match on Hero difficulty.	1000
22	Arcade Match (Legend)	Goals RP	Awarded for completing any Arcade Mode match on Legend difficulty.	1250
23	Arcade Match (All-Star)	Goals RP	Awarded for completing any Arcade Mode match on All-Star difficulty.	1400

GLOSSARY OF TERMS

active—Refers to the period of time an attack can connect with an opponent. An attack enters its recovery phase after the active phase. Normally used when discussing frame data.

air—In fighting game terms, air is used to describe actions that take place while the character is not touching the ground. Air attacks, air dodge, and air recovery are all examples of this usage. While in the air, a character is considered to be in an "aerial" state.

air recovery—The period of invincibility that occurs while a character returns to a neutral state after either being forced into the air by an attack or hit by an attack in the air. Players can hold ← , → , or ↓ to recover in the held direction.

AP—All-Star Power. This energy source is the main focal point of the game, as players must acquire AP to perform Super attacks.

AP Penalty—AP Orbs are ejected from a character's body when hit by an item attack, Hazard, or throw. There are four categories of AP Penalties, each forcing a character lose a percentage of their total AP: Light (3%), Medium (5%), Heavy (10%), and Throw (15%).

attack—Any action that can strike an opponent. Attacks are typically performed by pressing □ , △ , or ○ alone or in combination with a directional input, but the term can also refer to offensive items.

block—A primary defensive option that negates most enemy attacks, activated by holding L1 . Blocking prevents the player from losing AP or entering a disadvantageous hit state due to an attack. Super attacks, throws, and some item attacks are unblockable.

blockstun—When an attack comes in contact with a blocking opponent, the brief window during impact when the opponent cannot act is referred to as blockstun.

bread and butter—aka "BnB." This term generally refers to a character's most useful combo, attack, or tactic that works in a majority of gameplay situations.

buffer—Refers to a character action that can be inputted during another action and occurs once the original action has completed.

buff—An temporary increase to a character's default abilities. For example, the Boots of Hermes item increases a character's speed for a brief period of time. This increase is a buff.

butt-drop—A type of stagger, butt-drop is a hit state that forces an opponent to fall on his/her butt for a brief moment and become vulnerable to attack. Example: Drake → □ .

cancel—Beginning a new action before the previous action is completed. Most characters have an attack or two that can be canceled by another attack. Some attacks can also be canceled by a jump, counter, or dodge roll.

chip—Chip, also occasionally called "chip damage," refers to AP gained by attacking a blocking opponent. The amount of AP earned through chip is half that of a full-contact hit.

charge—The act of holding down an attack button to increase its strength. Only certain attacks are chargeable.

close range—When a character is one character length or less away from their opponent.

combo—Landing two or more attacks in succession, from which the opponent cannot escape. Combos allow the attacker to gain a great deal of AP without fear of a counter attack.

confusion—A status effect where the affected player's movement controls are reversed and attack inputs are mixed up.

corner—Refers to any area of a stage where a wall and the ground meet. Certain combos can only be performed in a corner.

counter—Multiple definitions. The act of dodging an enemy attack and retaliating while they remain stuck in an attack animation. A command counter refers to an action available to certain characters that requires a button input and instantly retaliates on hit. Counter-Super refers to the act of killing an opponent with a Super attack while they're performing a Super attack of their own. Only Level 1 and Level 2 Supers may be countered.

crumple— A hit state where the opponent slowly drops to their knees before entering a knockdown state. Three types of crumple are present in the game: Crumple Forward (Kratos ↓ ○ (hold)), Crumple Spin Left (Evil Cole (charge) ○), and Crumple Spin Right. The only important distinction between the three is that executing two of the same type of crumple in a row causes a knockdown as part of the Infinite Avoidance System.

eject tornado—A hit effect that sends the opponent flying away from the attacker at a 45-degree angle. If the character cannot air recover by the time they hit a wall, the attack results in a wallbounce.

eject roll—A hit effect that sends the opponent away rolling away from the attacker along the ground at high speed. Characters are invincible during an eject roll.

eject spiral—A hit effect that sends the opponent away from the attacker, pinwheeling through the air at a more shallow angle and slower speed than eject tornado.

float—A hit effect that forces the opponent to slowly rise toward the top of the level. Typically, players have some control over their character if the float is caused by a level Hazard, such as in the Time Station level, but players do not have control if caused by a character attack like Jak's ↑ ○ .

frame data—A high-level method of breaking down character animations, allowing players to analyze all aspects of a character's abilities. Fighting games typically display at 60 frames per second, or FPS, and any action a character performs—jumping, walking, attacking, and the like—requires a certain amount of time to complete its animation. STARTUP refers to the time it takes for an attack to become ACTIVE, which is when the attack can hit an opponent. RECOVERY indicates the time it takes for an animation to complete before the character can start another. By looking at these numbers, and how they relate to one another, it is possible to discover new combos or compare the speed of multiple attacks from different characters against one another.

freeze—A hit state where the opponent is frozen in place for a period of time. Freeze times vary based on the source of the attack.

full launch—A type of launch reaction where the opponent is knocked straight up into the air, peaking just short of double jump height. The opponent will perform an air recovery if left alone. Example: Kratos ↑ □ .

guard break—An attack that forces a blocking opponent into a stumbling animation, opening them up to attack.

Hazard—A level element that causes a player to lose AP on contact or be placed in a disadvantageous position. Hazards can be a background creature, incoming missiles, or explosive barrels, for example. Also can be referred to as a level Hazard.

hit confirmation—The act of verifying that a hit landed successfully before initiating a follow up attack.

hit state—A hit state refers to several disadvantageous animations a character can be placed in after being stuck by an attack. Launches, staggers, knockdown, and crumple are all examples of hit states.

hitstun—The brief moment where a character cannot perform an action after getting hit by an attack.

ignore projectiles—An attack property that causes projectiles to have no effect on the character during its active frames.

Infinite Avoidance System—A behind-the-scenes mechanic that prevents players from becoming caught in never-ending combos. Once the IAS kicks in, the opponent immediately becomes invincible until they touch the ground or perform an attack. IAS triggers include performing two attacks in a row that result in the same crumple or stagger type, or if the attacker earns 100AP in a combo against a single opponent.

invincible—A move property where the character cannot be attacked, indicated by a white flash on the character model. Everyone is invincible while performing a dodge roll or air dodge, or when recovering from a knockdown. Some characters have moves that are invincible, too!

item—Items are special objects that spawn at random times during a match. When picked up, an item can give its user a unique attack or increase their basic abilities.

jump—The act of pressing ✕ to transition from a grounded to aerial state. Jumping again while in the air results in a double jump.

jumping in—The act of jumping towards an opponent's location with the intent of attacking.

Just Frame—An input method originating from the Tekken series, a Just Frame action requires that two inputs are activated immediately after one another.

KD—See knockdown.

keepaway—A play style that focuses on keeping opponents as far away from the player character as possible.

kill—Catching an opponent with a Super attack results in a kill. Kills are the only way to score points in *PlayStation All-Stars Battle Royale* .

kneel stagger—A type of stagger where a hit forces the opponent to briefly fall to one knee, leaving them vulnerable to a follow-up attack. Abbreviated as "kneel" in data tables.

knockdown—A hit state where the opponent is forced to lay flat on the ground for one to two seconds before they wake up. Abbreviated as "KD" in data tables.

launch—An attack property that knocks the opponent into the air. There are four types of launch reactions: mini-launch bounce, mini-launch sweep, mini-launch lift, and full launch.

level—Multiple definitions. When capitalized, Level refers to the three different Super attacks. Lowercase level can refer to stages or when discussing the vertical relationship between different platforms.

lockdown—A style of play focused on keeping an opponent pinned in a small area.

long range—When a character is a half-screen or more away from their opponent.

mash—The act of rapidly pressing a single button multiple times. The damage or effectiveness of certain attacks can increase when mashed.

mid-range—When a character is within a quarter-screen distance or less from their opponent.

mini-launch bounce—A launch reaction where the opponent is bounced off of the ground. Results in a knockdown when opponent reaches the ground. Abbreviated as "bounce" in data tables. Example: Nariko ↓ □ .

mini-launch lift—A launch reaction where the opponent is lifted into the air, spinning head over heels. Results in an air recovery if opponent is left alone. Abbreviated as "lift" in data tables. Example: Sweet Tooth ↑ □ .

mini-launch sweep—A launch reaction where the opponent is knocked off of his/her feet and descends slowly. Results in a knockdown when the opponent reaches the ground. Abbreviated as "sweep" in data tables. Example: Drake ↓ □ .

point-blank range—When a character is within the range of a throw. Also known as "throw range."

poison—A temporary status where the affected character slowly loses AP over time until the poison wears off.

projectile—An attack that is separate from the character model and travels independently of the character, typically something like a bullet or energy beam.

Rank—The overall experience level of a character. Complete Goals and win matches to earn Ranking Points in order to increase a character's Rank.

Ranking Points—Experience earned by completing matches and Goal requirements. Ranking Points are earned on a per-character basis. Abbreviated as RP.

recovery—The period of time it takes for a character to finish an animation before beginning another. This can refer to attacks, movement, or getting up from a knockdown. Recovery can also be referred to as recovery frames when discussing frame data.

rushdown—A play style that focuses on relentlessly getting close to an opponent to unleash a constant stream of attacks.

safe—Used when discussing an action that can be performed without fear of getting hit.

shock—A hit reaction to certain electrical attacks or Hazards where the opponent is held in place briefly just above the ground. Results in air recovery if left alone. Example: Radec → ○ .

slow—The opponent's movement speed is greatly reduced for a brief period of time. Example: Drake → ○ .

spacing—The distance between characters. Spacing is typically measured in terms of screen length (e.g., quarter-screen, half-screen), character width (equal to one square on the practice stages), or jump height. Screen length is based on the average level size.

spam—The act of repeating the same attack without stopping. While generally frowned upon in the fighting game community, "spamming" can actually be a very effective tactic.

spawn—The act of entering a battle. Dying or falling off a level and then returning to the game is known as a respawn.

stagger—A prolonged hit stun. There are two types of staggers: butt-drop stagger and kneel stagger. Like crumples, performing two of the same type of stagger in a row will result in a knockdown.

startup—The time it takes before an attack becomes active and can actually hit an opponent. Used primarily when reading or referencing frame data.

state—Refers to the status of a character in terms of positioning or hit effect. For example, a character in the air is in an "aerial state," or a character who's suffered a knockdown is in a "knockdown state."

status effect—Refers to effects that can affect a character over time or outside of a normal hit state. Shock, freeze, poison, and float are all examples of status effects.

stock—The number of lives a player has before they are eliminated from Stock Limit games.

stun—Opponent is briefly locked into a dizzy animation while standing, returning to a neutral state if left alone. Mash buttons to reduce the time of a stun effect.

super armor—A special move property where the attacking character can absorb a certain number of hits before being knocked out of their attack animation. In *PlayStation All-Stars* , super armor is defined in terms of how much AP the opponent would have gained had the attacks landed normally. Example: Big Daddy → △ (hold).

Super—A character action performed by pressing R2 after building up the requisite amount of AP energy. Super attacks are the only way to kill opponents.

Super time-out—A status effect where a character's ability to use Super attacks is temporarily disabled, indicated by a red glow around the Super Meter and character model. Examples: Hedgehog Grenade item.

tap—The act of pushing a button quickly.

turtling—Can refer to a playstyle that focuses heavily on defense, or to a player who does little else than block during a match.

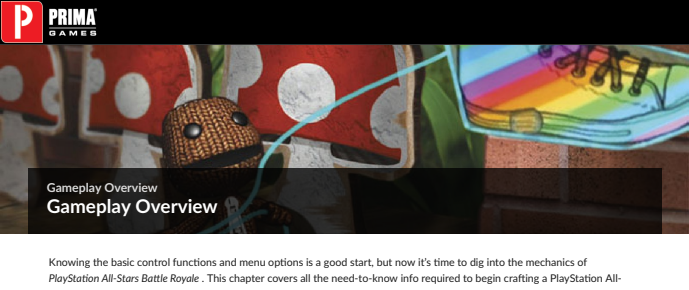
twitch—Any attack that does not force the opponent into hitstun. Attacks or Hazards with twitch properties generate AP but have no effect on an opponent's ability to move, defend, or attack.

wake-up—The period of time it takes a character to get back on their feet after a knockdown. Characters are invincible during wake-up, and you may hold ← or → to have them instantly enter a dodge roll during this period.

wallbounce—A struck character bounces off the wall and goes flying in the opposite direction. Typically caused by an attack that ejects the opponent.

whiff—Another term for when an attack fails to connect with an opponent.

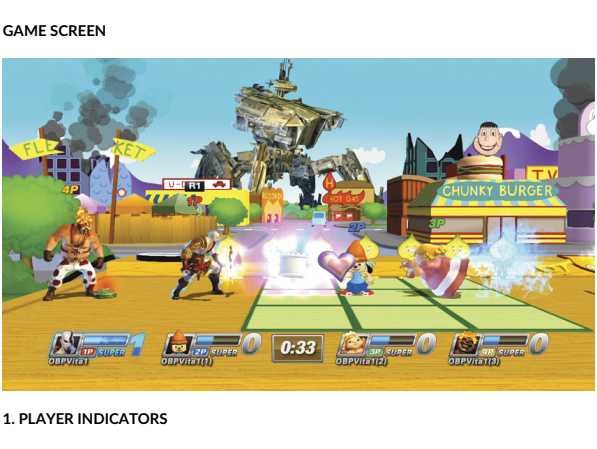
zoning—A play style that involves keeping an opponent within a certain distance from your character that is advantageous for you but disadvantageous for them.



Gameplay Overview

Knowing the basic control functions and menu options is a good start, but now it's time to dig into the mechanics of *PlayStation All-Stars Battle Royale*. This chapter covers all the need-to-know info required to begin crafting a PlayStation All-Star dynasty, with the hopes of one day capturing that top spot on the Seasonal Leaderboards.

GAME SCREEN



1. PLAYER INDICATORS

The number displayed above each character indicates the player controlling them. This indicator corresponds with the same color and number shown next to the character portraits at the bottom of the screen.

2. PICK-UP INDICATOR

If an R1 icon appears above a character's head, it means there is an item nearby that they can pick up.

3. CHARACTER PORTRAIT

Displays a headshot of the character being controlled by that player.

4. AP METER

The small gauge next to the Character Portrait shows that player's current level of acquired AP. AP is All-Star Power, the energy required to perform Super attacks. Land attacks or grab AP Orbs to fill your meter. Your character glows blue when the bar is filled, indicating that you can perform a Super attack by pressing R2.

5. SUPER ATTACK LEVEL

Shows your character's current Super attack level. You can build up to three levels, each more powerful than the last. If an "X" icon is displayed instead of a number, you cannot currently use your Super.

6. GAME CLOCK

Displays the amount of time remaining in the match. The clock is replaced with a kill counter or stock counter for other match rule sets.

RULES

The main gameplay in *PlayStation All-Stars Battle Royale* is fairly straightforward: attack opponents, build All-Star Power (AP), and use Super attacks to kill enemies. Matches can consist of two game types: Free-For-All (FFA) and Teams. Free-For-All is just what it sounds like: two to four players battle it out in an "every All-Star for himself" slobberknocker that's sure to shake the heavens. Team games are typically two teams of two players (aka 2v2) in a duel to the death, but those seeking a challenge can try a three-on-one match if they so desire.

There are also three different rule sets for adding a bit of variety to the battle: Time Limit, Stock Limit, and Kill Limit.

TIME LIMIT

Time Limit games are the most common match type to encounter. The standard configuration consists of a three-minute time limit in which characters try to score as many kills as possible.

Note

STOP THE CLOCK!

Level 2 Super attacks pause the game clock briefly during the activation phase, and Level 3 Supers stop the game clock for their entire duration! Don't be afraid to save your AP until the end if you think a last-minute comeback is possible!

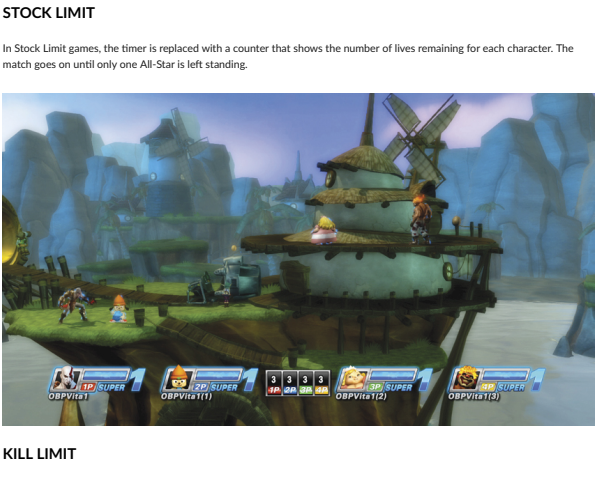
2X AP OVERTIME!

Kills are worth two points, while dying subtracts a single point. The All-Star with the most points at the end wins! The real challenge during Time Limit matches is keeping track of who's in the lead. Since there isn't a score display in Time Limit, you can never be certain if your kill/death ratio is sufficient enough to win, so try to keep a mental tally of your personal score as you play.

Should the match result in a tie, all players are reset to their starting positions, and all AP is removed from their meter. One minute is added to the clock, and every competitor gains AP at double the normal rate! Another tie continues the overtime process, increasing the AP multiplier again to triple the normal rate.

STOCK LIMIT

In Stock Limit games, the timer is replaced with a counter that shows the number of lives remaining for each character. The match goes on until only one All-Star is left standing.



KILL LIMIT

The mirror image of the Stock Limit rule set, Kill Limit sets a pre-defined ceiling on the number of kills required to win. Once again, the timer is replaced with a score display that indicates the number of kills each All-Star has performed. The first All-Star to reach the kill threshold is the winner.

BACK TO BRAWLING

It's great to know how the controls, menus, and rules work, but knowing how to fight is where the real fun lies. All characters in *PlayStation All-Stars* are designed to reflect their individual combat styles from their originating titles, but they are interpreted with enough simplicity that every character has the same basic controls. Getting familiar with these basics first can give you a solid foundation to pick up and play your All-Star of choice.

Tip

REGARDING DAMAGE

The term "damage" is going to pop up from time to time throughout this guide when discussing various aspects of combat. Technically, damage isn't an applicable term for this game. Unlike traditional fighting games that use life bars to determine when a character is defeated, *PlayStation All-Stars* is built around the gain and loss of AP energy. When a character is hit with an attack, they are not "taking damage" in the traditional sense of the term.

Instead, think of getting hit by an attack as more of a penalty in relation to match time and positioning. Every second a character spends getting knocked around the arena is a second they're not using to gain more AP energy to fill their Super Meter, and thus falling further behind in a match. The closest *PlayStation All-Stars* gets to truly "taking damage" is the AP penalty that occurs when a character is struck by a level Hazard or item attack, or is thrown, which forces AP loss via Orbs ejected from the character's body.

However, in the interest of keeping things simple, the word "damage" is used in this guide to describe characters getting hit by attacks, items, throws, or Hazards.

NAVIGATING THE ENVIRONMENT

Walking and Running

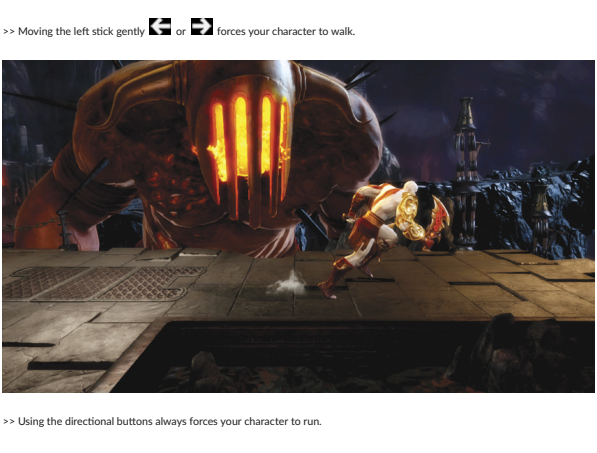
Moving around a stage is straightforward: simply push the directional buttons or left stick to the left or right to move in that direction. However, the input method used can slightly alter the way players approach the game. The left stick offers more finely tuned movement options, giving players the benefit of controlling their running speed and allowing for more control over mid-air movement. The trade-off for this fine movement control is lowered accuracy when performing attacks.

Note

NUDGE, NUDGE

Generally, characters run straight through one another as they traverse a level. However, there is a brief moment of interaction when two characters collide. By continuously tapping left or right, you can nudge other characters a short distance. This typically won't help in a fight, but sometimes a gentle nudge is all it takes to knock an enemy into a punishing level Hazard.

>> Moving the left stick gently ← or → forces your character to walk.



>> Using the directional buttons always forces your character to run.

Using the directional buttons forces a character to run but ensures that the attacks that the character attempts accurately reflect the player's input. Choosing between the two is purely a matter of personal preference, as the vagaries of either input method can be compensated for with a bit of practice.

Jumping

"Press ✕ to jump" is a simple command to execute, but jumping has so many applications in a game like this. Nearly every stage has raised platforms for players to navigate and strategize around, and being able to effectively attack in the air is paramount to any winning strategy. So yes, "Press ✕ to jump" is a good place to start, but there's more ground to cover.

Press ← or → while jumping to move your character in the desired direction, giving you the ability to fine-tune the angle of your jump or your landing position. Press ✕ a second time to perform a double jump and gain more height. You can double jump at any point once your character is in the air, but you cannot jump again after double jumping until your character touches the ground. Falling off a platform or getting knocked into the air by an attack counts as one of your two available jumps.

You can also have your character drop through thin platforms by pressing ↓ + ✕. This ability is handy for dodging attacks, ambushing opponents, or simply changing your location in a level quickly. Holding ↓ while falling causes your character to automatically fall through any thin platforms in their path until you let go of the button or hit solid ground. This property applies at all times, even during attack animations, so keep it in mind when trying to nail foes hiding under cover.

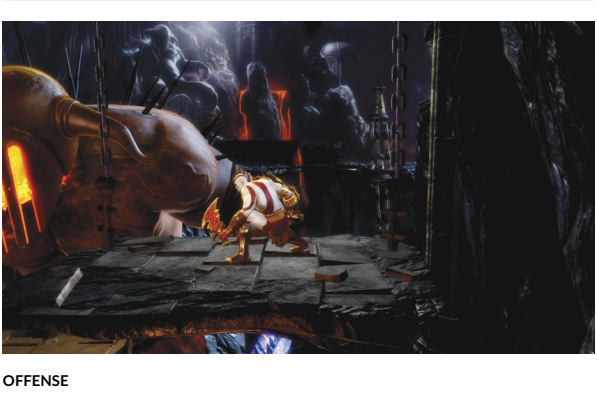
Crouching

Each character can crouch by pressing ↓. Unlike more traditional competitive fighting games, there are no high, mid, or low hits in All-Stars. All attacks either connect with a character or they do not. However, the height of an attack relative to your character is still important. By crouching, you can avoid certain attacks while still remaining active in order to unleash a counterattack. Using a dodge roll is the safest way to avoid an incoming attack, but crouching gives you a slight speed advantage if timed correctly.

Tip

DOUBLE JUMP, DOUBLE ACTION

Jumps have a unique property in *PlayStation All-Stars*: nearly every member of the cast can perform actions like air dodges and attacks immediately after jumping. This property can be used to extend an air combo by pressing ✕ after the last hit connects, and then immediately inputting the next attack. For example, should another opponent try to sneak up on your while you're busy pummeling someone else, press ✕ and then immediately press L1 to dodge against the incoming attack. The timing and usefulness of this feature depends on the recovery time of a character's last attack.



OFFENSE

Note

BATTLE BRIEFING: OFFENSE

Attacking opponents is the most direct way to earn AP.

Attacks are performed by pressing □, △, or ○. Pressing ↑, ↓, ← or → at the same time results in different attacks. Note that ← and → produce the same attack and are used to control direction.

Throws force an opponent to lose fifteen percent of their total AP and, with few exceptions, do not give AP directly to the attacker.

Throws, level Hazards, and item attacks force characters to lose AP by ejecting AP Orbs from their body. The AP Penalty varies depending on the source.

There are three levels of Super attacks, each more powerful than the last.

Characters must use the Super attack that is indicated by their current AP Level.

Attacks

Directly attacking opponents is the primary way to gain the precious AP energy needed to unleash Supers, and this is the primary goal of every single character in the game. Luckily, you can take those quarter-circles, dragon punches, and charge-back motions from traditional fighting games and throw them out the window when you're ready to step in the All-Star Arena.

Every character uses the same basic inputs to attack: □, △, or ○. Pressing any of these buttons on their own or combined with a direction (↑, ↓, ←, →) results in a different attack. How you use these attacks—or "tools" as they're sometimes called—means the difference between that coveted first-place finish or the embarrassment of a fourth-place failure.

Tip

PUT IT IN NEUTRAL

With all the blades, bullets, and snack cakes flying around in a typical All-Star battle, it's very easy to accidently perform a → □ attack when you meant to start up a combo with a □ attack. Remember to let off of the directional controls for a split second when you want to produce a neutral attack!

If you've played a character's game of origin in the past, then you already have a head start. The designers of *PlayStation All-Stars* took meticulous care to ensure that each character acts like prospective players would expect them to, while maintaining balance and staying within the rule set of the game. The solution is that each attack button is themed around a certain aspect of the individual All-Star. Take Kratos, for example: every □ button attack uses the Blades of Athena, △ attacks use his secondary weapons like the Nemean Cestus, and ○ attacks focus on equipment such as the Head of Helios or the Golden Fleece. Chances are, if it works in the original game, it most likely works in *PlayStation All-Stars*.

Each attack in a character's arsenal earns a certain amount of AP if it connects with an opponent. Short, fast attacks that are relatively safe to perform without fear of counter attack if missed reward small amounts of AP, while slow and heavy attacks award much more. AP is also awarded when attacking a blocking adversary. This is known as "chip damage" or "chipping," but players earn AP from chip damage at half the normal rate.

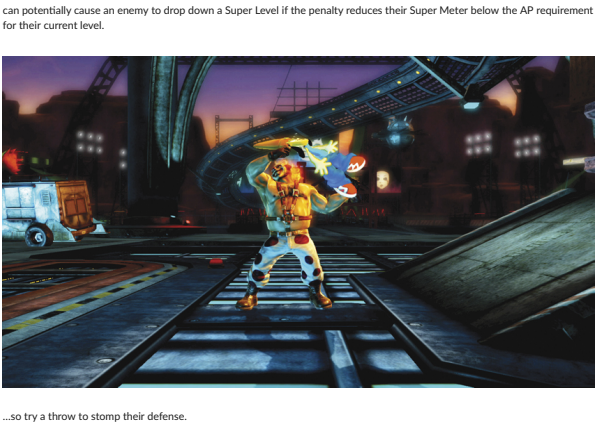
Before you challenge the world, take some time to go through each character's move list in their basic Tutorial to get a feel for how his/her attacks work in motion.

Throws

Got an enemy that just won't let go of the block button? Did someone just grab that Spear of Destiny item you were going for? Time to throw their buns across the stage!

> Attacks won't work against a blocking opponent...

Throws are unblockable attacks that put your opponent in a very disadvantageous position. The attacker gains 30AP of super armor during a throw, while the recipient loses fifteen percent of their total AP and any items they may be holding. This AP loss can potentially cause an enemy to drop down a Super Level if the penalty reduces their Super Meter below the AP requirement for their current level.



...so try a throw to stomp their defense.

In order to perform a throw, you must get within point-blank range of your opponent and move the right stick. Each direction results in a different type of throw: ↑ typically causes a full launch, ↓ is an instant knockdown, and ← / → ejects the opponent. Each character has their own style, so refer to the individual character chapters in this guide to see exactly how throws work for your chosen All-Star.

Note

THROWIN' STICKS

Arcade stick players might be scratching their heads wondering how to throw without a right stick on their controller. Fear not, noble arcade warrior, for SuperBot thought of you when designing the game. Go to the Options Menu, select controls, and change the input to "Arcade Stick." Now you can press L2 plus ↑, ↓, ←, → on the joystick to perform the throw of your choice!

Super Attacks

The core focus of *PlayStation All-Stars*' scoring system, Supers are the primary method of killing opponents during a match. Super attacks require AP energy, which is acquired by attacking opponents or collecting AP Orbs. AP is stored inside each character's Super Meter. The number next to your Super Meter indicates your current Super Level, increasing by one each time the bar is filled. You may acquire up to three levels of Super Meter, with each level representing a different Super Attack. A Super is executed by pressing R2 once your meter is full, but there's much more to the Super attack system than that. Here's a quick rundown of the basic Super attack rules:

- Each character has a unique Level 1, Level 2, and Level 3 Super attack.
- The amount of AP required to reach each Level varies per character, with higher Levels requiring more AP than the one before it.
- Once you reach a Super Level, you are committed to that particular Super attack. For example, with two Levels of Super Meter stored, you cannot choose to perform two Level 1 Supers.
- Level 1 Supers have a brief startup period and can be interrupted with attacks, throws, and Supers.
- Level 2 Supers pause gameplay during their startup period, and can only be interrupted by other Supers.
- Level 3 Supers are invincible and disable an opponent's ability to use Super attacks for its duration.

While each All-Star's Supers are covered in-depth within their respective character chapters in this guide, it is crucial to spend some time in Practice Mode to get a feel for how they function in a match setting. Investigating Super attack factors, such as how long the move takes to activate, what (if any) special controls are required, range, and the area of effect of the Super are key to not only making sure you land your Super attacks, but also that you avoid or counter your opponents' Super attacks.

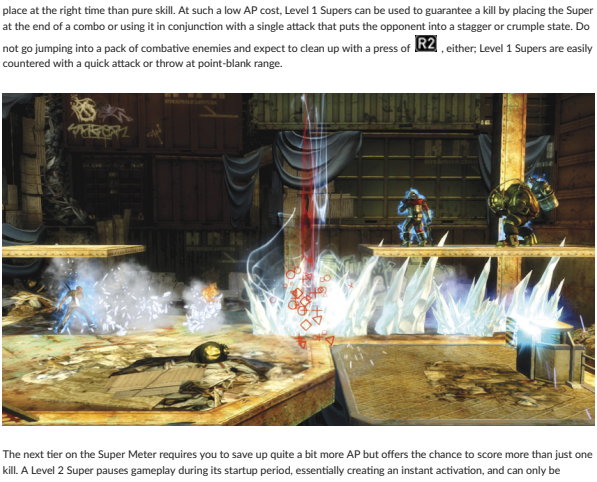
Note

TAUNTING

Did you perform a particularly stylish combo and want to rub it in, or maybe just inspire a bit of rage in your opponent? Then pull off a Taunt by pressing L2. Taunts do not affect enemies in any way, but bragging has one side effect. Performing a taunt locks your character in a lengthy animation that cannot be canceled, so be sure the area is safe, or expect immediate retaliation from your newly ticked off attacker!

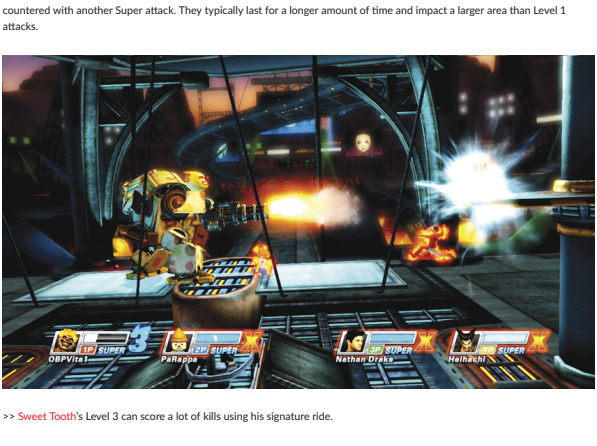
Note

HEY, LISTEN!

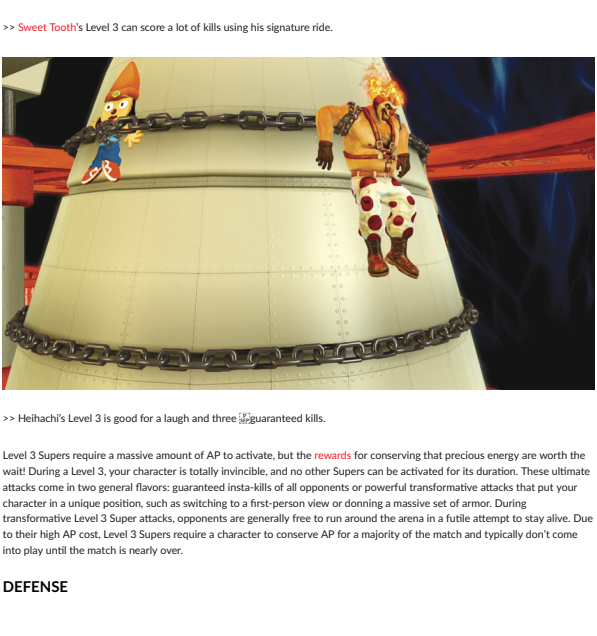


All Supers create a distinctive sound effect and flash of light when activated, so keep your eyes and ears open during a match and be prepared to react. It could just save your character's life.... and your score!

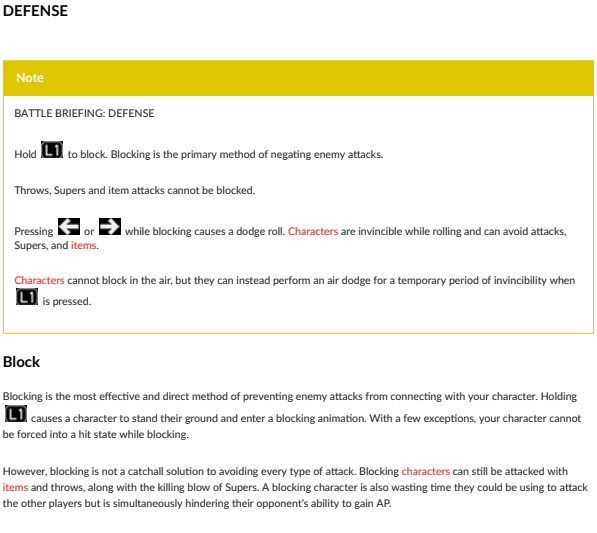
Level 1 Supers are low-risk, low-reward attacks with limited range, used primarily to catch a single enemy for the quick kill. It's more than possible to catch multiple opponents with a single Level 1 Super, but doing so is more a matter of being in the right place at the right time than pure skill. At such a low AP cost, Level 1 Supers can be used to guarantee a kill by placing the Super at the end of a combo or using it in conjunction with a single attack that puts the opponent into a stagger or crumple state. Do not go jumping into a pack of combative enemies and expect to clean up with a press of R2, either; Level 1 Supers are easily countered with a quick attack or throw at point-blank range.



The next tier on the Super Meter requires you to save up quite a bit more AP but offers the chance to score more than just one kill. A Level 2 Super pauses gameplay during its startup period, essentially creating an instant activation, and can only be countered with another Super attack. They typically last for a longer amount of time and impact a larger area than Level 1 attacks.



>> Sweet Tooth's Level 3 can score a lot of kills using his signature ride.



>> Heihachi's Level 3 is good for a laugh and three guaranteed kills.

Level 3 Supers require a massive amount of AP to activate, but the rewards for conserving that precious energy are worth the wait! During a Level 3, your character is totally invincible, and no other Supers can be activated for its duration. These ultimate attacks come in two general flavors: guaranteed insta-kills of all opponents or powerful transformative attacks that put your character in a unique position, such as switching to a first-person view or donning a massive set of armor. During transformative Level 3 Super attacks, opponents are generally free to run around the arena in a futile attempt to stay alive. Due to their high AP cost, Level 3 Supers require a character to conserve AP for a majority of the match and typically don't come into play until the match is nearly over.

DEFENSE

Note

BATTLE BRIEFING: DEFENSE

Hold L1 to block. Blocking is the primary method of negating enemy attacks.

Throws, Supers and item attacks cannot be blocked.

Pressing ← or → while blocking causes a dodge roll. Characters are invincible while rolling and can avoid attacks, Supers, and items.

Characters cannot block in the air, but they can instead perform an air dodge for a temporary period of invincibility when L1 is pressed.

Block

Blocking is the most effective and direct method of preventing enemy attacks from connecting with your character. Holding L1 causes a character to stand their ground and enter a blocking animation. With a few exceptions, your character cannot be forced into a hit state while blocking.

However, blocking is not a catchall solution to avoiding every type of attack. Blocking characters can still be attacked with items and throws, along with the killing blow of Supers. A blocking character is also wasting time they could be using to attack the other players but is simultaneously hindering their opponent's ability to gain AP.

Caution

GUARD BREAK

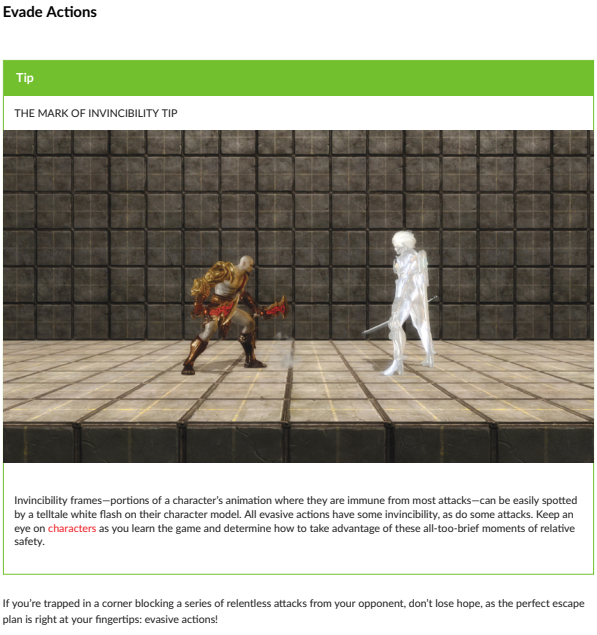
A few characters possess attacks that can force an enemy out of a block stance for a brief period of time. This property is known as "guard break."

Attackers continue to earn AP when striking a blocking foe, though at a significantly reduced rate. In traditional fighting games, this is known as "chipping" or "chip damage" to indicate the minute ticks that fall off an opponent's life bar when attacked. While there are no life bars in *PlayStation All-Stars*, it is still a useful term to describe how AP gain works when attacking a blocking character.

Evade Actions

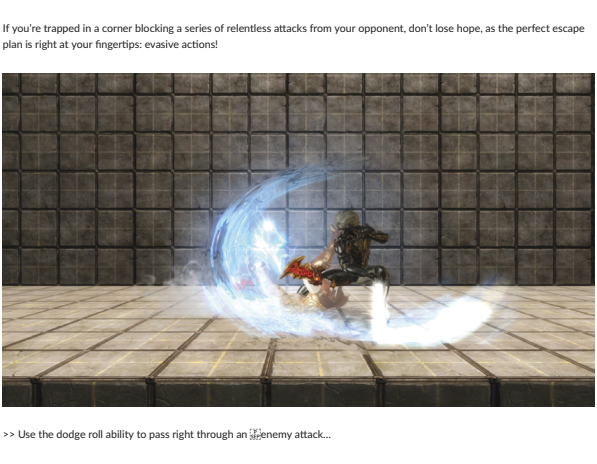
Tip

THE MARK OF INVINCIBILITY TIP

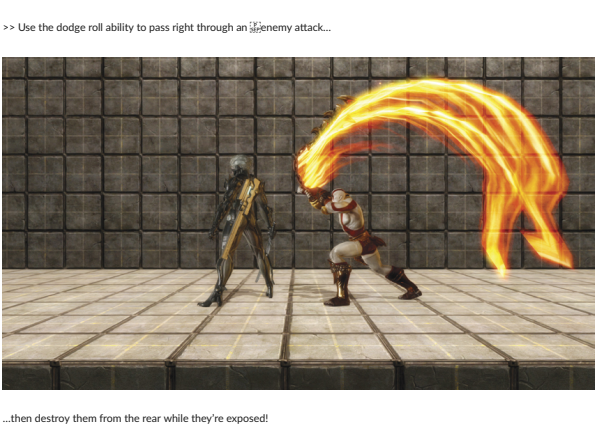


Invincibility frames—portions of a character's animation where they are immune from most attacks—can be easily spotted by a telltale white flash on their character model. All evasive actions have some invincibility, as do some attacks. Keep an eye on characters as you learn the game and determine how to take advantage of these all-too-brief moments of relative safety.

If you're trapped in a corner blocking a series of relentless attacks from your opponent, don't lose hope, as the perfect escape plan is right at your fingertips: evasive actions!



>> Use the dodge roll ability to pass right through an enemy attack...



...then destroy them from the rear while they're exposed!

While blocking, pressing ← / → causes your character to perform a dodge roll maneuver. Dodge rolling enables your character to pass through opponents and avoid attacks entirely, even Supers! Dodge rolling is an excellent and crucial method of evading enemy attacks and should be a central part of any defensive strategy. The window of invincibility is very short and varies per character, so once again, it's time to practice your character of choice to learn the minutiae of their particular dodge roll animation—it could just save their life!

Tip

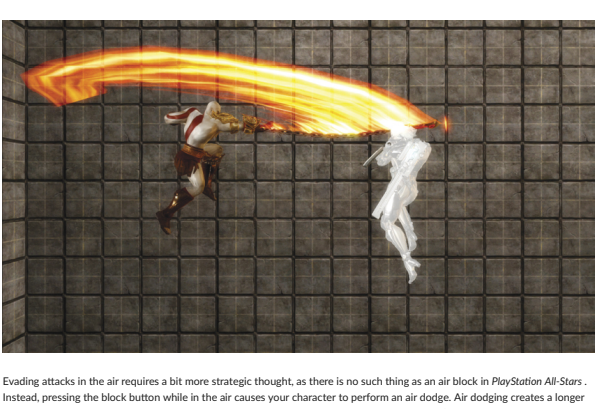
LIVING ON THE EDGE

Don't be afraid to dodge roll all the way to the edge of a platform. Characters do not fall off platforms if their dodge roll takes them to its edge. Instead, the character continues to roll and enjoy their full window of invincibility to avoid whatever attacks may come their way.

Caution

WHERE DO YOU THINK YOU'RE GOING?

Dodge rolls are not immune to throws. Beware of rolling through opponents not stuck in an attack animation, as they can easily grab your character during your attempt to slip past them!



Evading attacks in the air requires a bit more strategic thought, as there is no such thing as an air block in *PlayStation All-Stars*. Instead, pressing the block button while in the air causes your character to perform an air dodge. Air dodging creates a longer invincibility window than the dodge roll and activates the instant the block button is pressed. It's a great way to avoid an incoming attack in the air, and it is also useful for avoiding anti-air attacks when used at the last moment while jumping in on an opponent. If the air dodge is still active when your character touches the ground, press ← / → to instantly dodge roll and maintain your invincibility for a longer period of time! The main downside to watch out for is that air dodges have a fairly lengthy recovery time, meaning that you cannot attack or activate a double jump for a few moments after the invincibility period wears off. Learning to compensate for this drawback is key to using air dodges effectively.

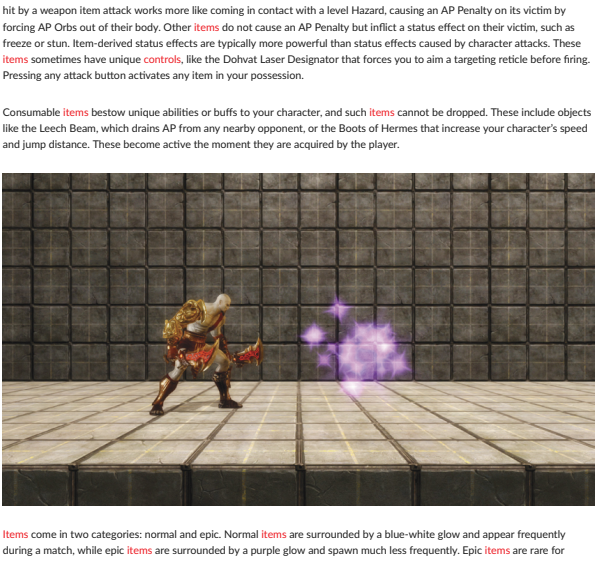
ITEMS

Ripped straight from the many worlds in the PlayStation universe, items are unique pickups that randomly appear during a match. Items activate a unique effect or special weapon upon once acquired and used. Items can be identified by the glowing aura of energy that surrounds them and the button symbol that appears above a character's head when they're near the item. From the Boots of Hermes to Hedgehog Grenades, each item adds a touch of variety to matches and can help turn the tides of battle when used effectively.

Pressing R1 picks an item up, and pressing any attack button activates or fires the item. Drop items by pressing R1 again or performing a Super. You can force opponents to drop an item by catching the enemy with a throw. However, only items physically held by the character (typically weapons) can be dropped. Items that give unique abilities or buffs to a character stay with their user for their entire duration.

Projectile and melee items typically have a limited amount of ammo and do not award AP directly to their user. Instead, getting hit by a weapon item attack works more like coming in contact with a level Hazard, causing an AP Penalty on its victim by forcing AP Orbs out of their body. Other items do not cause an AP Penalty but inflict a status effect on their victim, such as freeze or stun. Item-derived status effects are typically more powerful than status effects caused by character attacks. These items sometimes have unique controls, like the Dollvat Laser Designator that forces you to aim a targeting reticle before firing. Pressing any attack button activates any item in your possession.

Consumable items bestow unique abilities or buffs to your character, and such items cannot be dropped. These include objects like the Leech Beam, which drains AP from any nearby opponent, or the Boots of Hermes that increase your character's speed and jump distance. These become active the moment they are acquired by the player.



Items come in two categories: normal and epic. Normal items are surrounded by a blue-white glow and appear frequently during a match, while epic items are surrounded by a purple glow and spawn much less frequently. Epic items are rare for several reasons: they offer insanely powerful attacks or abilities, they typically last for much longer than a normal item. If you notice a purple glow manifesting somewhere on the stage, an epic item is about to come into play.

Knowing each item's function can help you determine its priority for individual characters. For example, the Boots of Hermes won't offer a huge benefit to a speedy character like Sly Cooper, but the heavy-footed Big Daddy could definitely use the boost of speed. By prioritizing and understanding an item's effects, each time an item spawns, you can judge if it's worth your time to drop everything and go for it, or just let it be and maintain your focus on building AP energy. For more information on individual items, check out the Items Section.

ADVANCED TECHNIQUES

While the basic techniques outlined in the previous section lay down the foundation of the combat system in *PlayStation All-Stars*, this section dives in to some of the advanced mechanics and hidden rules that may not be immediately evident to newer players. As you explore these advanced techniques, you can see how what may appear to be a button-mashing brawler at first glance is hiding a fully realized and intricate combat system, more in-line with traditional fight game mechanics, under its surface.

Note

REGARDING FRAME DATA

The terms "startup," "active," and "recovery" appear throughout this guide in reference to the different phases of a character action and are known collectively as "frame data." Frame data, at its core, is a method of analyzing attacks and actions in a fighting game to observe the inner workings of how characters size up against one another, along with how a character's individual moves interrelate. Here's a breakdown of how frame data is discovered:

- Fighting games typically run at 60 frames per second.
- All character animations take a certain amount of time, or frames,
- to complete. Attack animations can be broken down into
- three categories.
- Startup refers to the number of frames that must pass before an attack becomes active and can interact with an opponent.
- Active refers to the period of time in an attack animation where it can interact with an adversary to result in either a hit, block, or counter. After the active period of a move, the character enters their recovery phase.
- Recovery refers to the number of frames it takes before the character can perform another action.

By examining frame data, a player can determine what attacks are the fastest and which take the longest to recover, or even compare two characters against one another to see which of their attacks would win out if activated at the same time! It's a lot to wrap one's head around, but this can greatly improve one's knowledge of a game.

The developers have the ability to "hotfix" *PlayStation All-Stars*, meaning that they can change attack properties on the fly without users having to download a patch. As a result, there is a slight chance that a hotfix could render ultra-detailed information like frame data obsolete in the future. As such, frame data for individual character attacks and moves is not included in this guide. However, the terms involved are important to know and understand, since they are extremely helpful when talking about move properties in a more concise way. If you become interested in diving into the world of frame data, there are several fighting game enthusiast communities online that can help you explore the concept further.

COMBOS

For the uninitiated, a combo is a series of attacks from which the opponent cannot escape. The word derives from "combination" and refers to a collection of attacks. The heart of dealing massive amounts of damage in a majority of traditional fighting games, combos in *PlayStation All-Stars* are the key to gaining massive amounts of AP energy quickly. Combos can range from a simple two-hit affair to stylish 25+ hit attack strings that build up nearly a full level of Super Meter in one go.

Most All-Stars have one very basic combo that is performed by pressing □ multiple times in a row. These easy combos don't award a whole lot of AP, but they get the job done. The real trick is finding a series of separate attacks that fit together into a single string, usually beginning with fast, light-hitting attacks and ending with a massive blow that sends the opponent flying while filling up your Super Meter. Discovering combos is mainly a matter of getting into Practice Mode and trying out attack after attack and seeing what you can do. Combo samples are included in each character's chapter, but even more await players who have a bit of time and creativity.

Cancels

Most combos are rooted in attacks that can be canceled, meaning the character can start another attack before the animation of the prior attack is completed. Not all attacks are cancelable, and the ones that do have this property may only be cancelable into specific attacks.

A good way to know if an attack cancels into another is to pick an attack and perform it a few times. Pay close attention to the character's attack animation and make note of when the character returns to an idle state. Now, perform that attack and try other inputs during the animation; if the new attack begins before the animation is complete, then you've found a cancel! Experiment further by adding a dummy in Practice Mode and setting its guard behavior to "Auto-Block," which forces the dummy to take the first hit of an attack and then attempt to block each following hit. If the dummy doesn't block the second attack, you've found a combo! Continue experimenting and adding on moves to find even more awesome attack strings.

Canceling isn't strictly limited to attacks, either. Some character actions can be canceled into jumps, counters, and evasive actions. If you're having trouble finding the cancelable attacks for a certain character, refer to the "Cancels Into" (or CI) column in their attack list data tables to see a full list of cancel options.

Note

JUMPS AND AIR ACTIONS

You can easily extend your combos with almost any character by taking advantage of the rules regarding jumps and attacking in the air. After entering an aerial state, either via single jump or falling off a ledge, your character is allowed to jump one more time. The trick here is the unwritten rule that a character can perform any type of action immediately after jumping, including after a double jump. This means that as soon as you begin an air attack, press ✕ as quickly as possible to force your character to double jump at the end of the attack's recovery period, then immediately perform another attack. Using this little system mechanic trick can allow you to string together air moves that normally wouldn't cancel into one another. It takes a bit of experimentation to figure out which attacks can combo together this way, but some of the most punishing combos in the game make use of this technique. Some characters have ground and/or air attacks that can be canceled by a jump, allowing for even more intense combos.

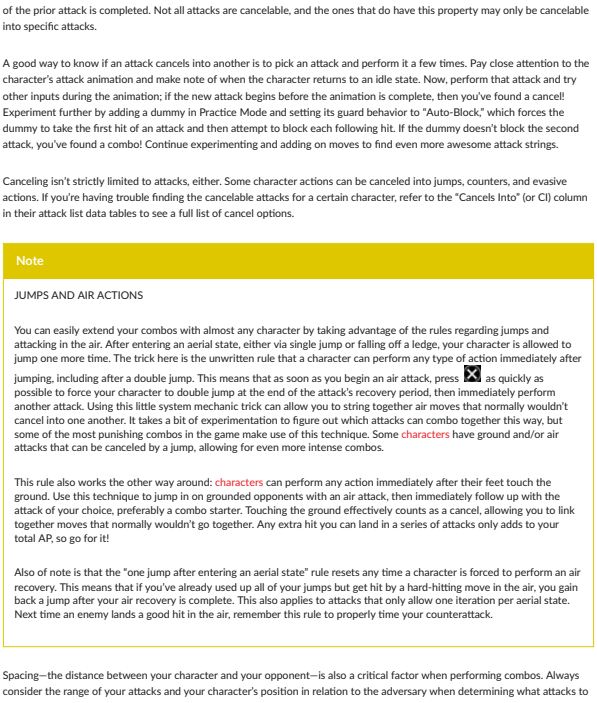
This rule also works the other way around; characters can perform any action immediately after their feet touch the ground. Use this technique to jump in on grounded opponents with an air attack, then immediately follow-up with the attack of your choice, preferably a combo starter. Touching the ground effectively counts as a cancel, allowing you to link together moves that normally wouldn't go together. Any extra hit you can land in a series of attacks only adds to your total AP, so go for it!

Also of note is that the "one jump after entering an aerial state" rule resets any time a character is forced to perform an air recovery. This means that if you've already used up all of your jumps but get hit by a hard-hitting move in the air, you gain back a jump after your air recovery is complete. This also applies to attacks that only allow one iteration per aerial state. Next time an enemy lands a good hit in the air, remember this rule to properly time your counterattack.

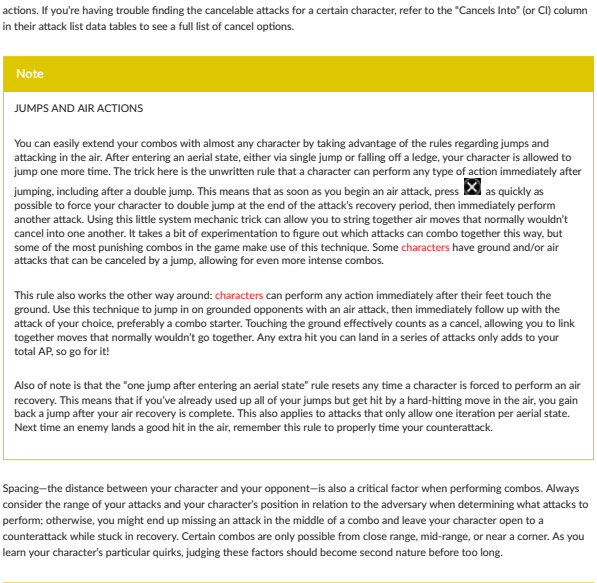
Spacing—the distance between your character and your opponent—is also a critical factor when performing combos. Always consider the range of your attacks and your character's position in relation to the adversary when determining what attacks to perform; otherwise, you might end up missing an attack in the middle of a combo and leave your character open to a counterattack while stuck in recovery. Certain combos are only possible from close range, mid-range, or near a corner. As you learn your character's particular quirks, judging these factors should become second nature before too long.

Note

SPACE CASE



>> Bullets from Drake's AK-47 travel roughly a quarter of the screen.

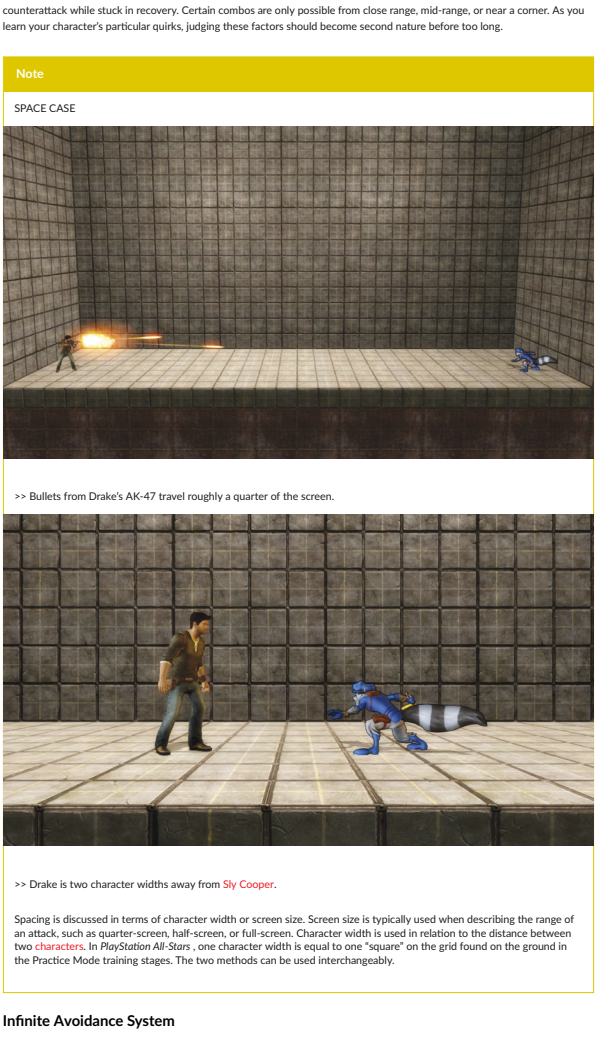


>> Drake is two character widths away from Sly Cooper.

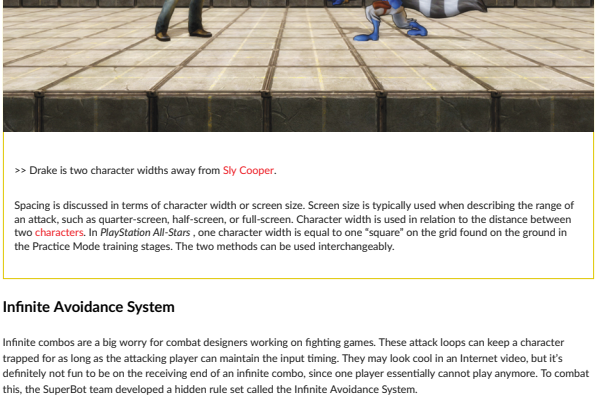
Spacing is discussed in terms of character width or screen size. Screen size is typically used when describing the range of an attack, such as quarter-screen, half-screen, or full-screen. Character width is used in relation to the distance between two characters. In *PlayStation All-Stars*, one character width is equal to one "square" on the grid found on the ground in the Practice Mode training stages. The two methods can be used interchangeably.

Infinite Avoidance System

Infinite combos are a big worry for combat designers working on fighting games. These attack loops can keep a character trapped for as long as the attacking player can maintain the input timing. They may look cool in an Internet video, but it's definitely not fun to be on the receiving end of an infinite combo, since one player essentially cannot play anymore. To combat this, the SuperBot team developed a hidden rule set called the Infinite Avoidance System.



>> Kratos launches an opponent in the middle of his bread and butter combo.



>> Just a few more hits triggers the IAS, giving the adversary a new lease on life

The core concept of the Infinite Avoidance System is simple: when an attacker earns 100AP in a single combo, the opponent is ejected away from the attacking character and remains invincible until they touch the ground or perform an attack themselves.

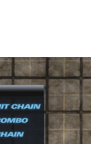
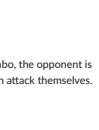
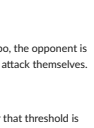
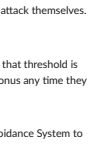
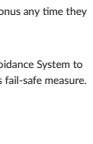
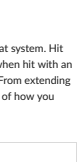
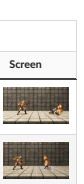
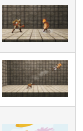
Now, this doesn't mean you can't earn more than 100AP in a combo, but the very last hit that puts you over that threshold is the last one you can land. To counterbalance this built-in escape plan, the attacking character gets a 30AP bonus any time they trigger the Infinite Avoidance System.

Landing two attacks that cause the same hit reaction in a row, such as a crumple, also causes the Infinite Avoidance System to kick in by forcing an instant knockdown. However, the attacker does not earn an AP bonus for triggering this fail-safe measure.

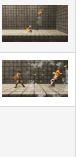
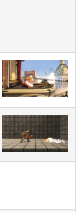
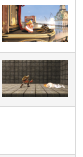
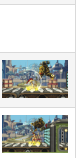
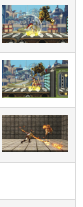
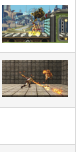
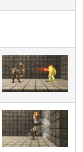
HIT REACTIONS AND STATUS EFFECTS

Hit reactions and status effects are another pair of hidden components within the *PlayStation All-Stars* combat system. Hit reactions, also referred to as hit states, refer to disadvantageous animations a character can be forced into when hit with an attack. Status effects refer to temporary effects caused by attacks that hinder the characters in other ways. From extending combos to annoying your opponents, knowing how to recognize these two components can help all aspects of how you approach a fight.

Hit Reactions

#	Hit Reaction	Description	Example	Notes	Screen
1	Butt-Drop Stagger	Opponent is forced to fall on their butt.	Drake →	Abbreviated as butt-drop in data tables.	
2	Crumple	Opponent drops to their knees before entering a knockdown state.	Kratos (hold) □	Three crumple types: forward, spin left, spin right	
3	Eject Tornado	Sends the opponent spinning away from attacker at 45-degree angle.	Sweet Tooth → △	May result in a wallbounce if opponent is ejected close to a wall.	
4	Eject Spiral	Sends the opponent away from the attacker, pinwheeling through the air.	Raiden □, □, □	Shallower angle and slower speed than eject tornado.	
5	Eject Roll	Opponent rolls along the ground at high speed.	Sly Cooper → △	Opponent is invincible during roll animation.	
6	Full Launch	Opponent knocked straight up into the air.	Kratos ↑ □	Opponent peaks at just under double jump height.	
7	Guard Break	Blocking opponent is forced to stagger backward, opening them up to attacks.	Kratos (hold) ↓ ○	—	
—	Hitstun	The brief moment of recoil when an opponent is hit by a normal attack.	—	The default reaction caused by many basic attacks; indicated by a dash inside Hit Effect in data tables.	
8	Kneel Stagger	Opponent is forced to drop to one knee.	Fat Princess □	Abbreviated as kneel in data tables.	
9	Knockdown	Opponent is forced to lie flat on the ground for several moments.	Kratos (air) ↓ □	Abbreviated as KD in data tables.	
—	Launch	Any hit that sends an opponent into the air.	—	Four types: mini-launch bounce, mini-launch sweep, mini-launch lift, and full launch.	
10	Mini-Launch Bounce	Opponent is bounced off the ground.	Nariko ↓ □	Abbreviated as bounce in data tables.	
11	Mini-Launch Lift	Opponent is lifted into the air, peaking at full character height.	Sweet Tooth ↑ □	Abbreviated as lift in data tables.	
12	Mini-Launch Sweep	Opponent is swept off their feet and slowly descends.	Drake ↓ □	Abbreviated as sweep in data tables.	
—	Stagger	A prolonged hit stun.	—	Two types: butt-drop stagger, kneel stagger.	
13	Twitch	Attack does not force opponent into hitstun.	Kratos → □	AP is still generated on hit, but foe is free to act at a marginally slower rate than normal.	
14	Wallbounce	Opponent is forced to bounce off a wall.	—	Typically caused by an eject.	

Status Effects

#	Hit Reaction	Description	Example	Notes	Screen
1	Confusion	Opponent's controls are reversed or jumbled.	Murder of Crows item	—	
2	Float	Character is forced to float upward.	Jak ↑ □, Time Station level	Can be controlled or uncontrolled, depending on source of effect.	
3	Freeze	Opponent is frozen in place for a brief moment.	Cole → □	Effect caused by Freeze Missile item behaves differently.	
4	Poison	Character slowly loses AP over time.	Satan's acid spray in Time Station	—	
5	Shock	Character is held in place briefly, just above the ground.	Big Daddy → ○	Opponent enters air recovery after shock effect wears off.	
6	Slow	Movement speed is decreased.	Drake → ○	—	
7	Stun	Character locked into a dizzy animation while standing.	Respawning after falling off a level	Players can mash buttons to reduce stun time.	
8	Super Time-Out	Supers are temporarily disabled.	Hedgehog Grenade item; any Level 3 active time	Indicated by red glow on character, and Super Level is replaced with a "X".	

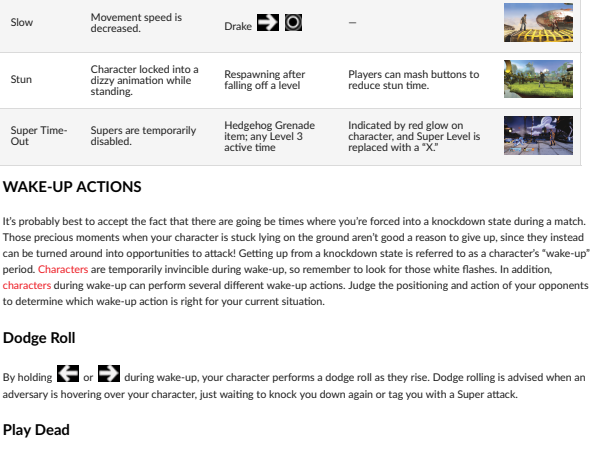
WAKE-UP ACTIONS

It's probably best to accept the fact that there are going to be times where you're forced into a knockdown state during a match. These precious moments when your character is stuck lying on the ground aren't good a reason to give up, since they instead can be turned around into opportunities to attack! Getting up from a knockdown state is referred to as a character's "wake-up" period. Characters are temporarily invincible during wake-up, so remember to look for those white flashes. In addition, characters during wake-up can perform several different wake-up actions. Judge the positioning and action of your opponents to determine which wake-up action is right for your current situation.

Dodge Roll

By holding ← or → during wake-up, your character performs a dodge roll as they rise. Dodge rolling is advised when an adversary is hovering over your character, just waiting to knock you down again or tag you with a Super attack.

Play Dead



Hold the block button to extend your knockdown time, taking advantage of the invincibility given to your character during this period. Playing dead is a great option if an enemy activates a Super attack above your character's head. Alternately, use it to make hovering foes grow bored and move on to attack someone else.

Falling Down

If your character ends up lying on top of a thin platform, you can drop through on wake-up by holding L1 + ↓ + ✕. Falling through thin platforms can serve as an escape plan or as a method of ambushing unsuspecting enemies on the level below.

COUNTERING

Countering generally refers to interrupting an opponent's attack with one of your own, but the term can apply to a few different aspects of *PlayStation All-Stars*: the base definition, input-based counter moves, and counter-Super techniques.

Countering an attack with one of your own comes down to which move is faster. Whoever has the shortest startup time on an attack wins out, and knowing which attacks are the fastest for your character in relation to other attacks is something that can only be learned by extensively analyzing frame data or gained over time through match experience.

Input-based counter attacks are only possessed by a small subset of All-Stars. Sly Cooper, Nariko, Dante, Kratos, Raiden, and Heihachi all have command inputs that cause them to brace for an impact and then immediately counter attack if hit. Each character's counter functions a bit differently in terms of timing, so be sure to practice with a friend or training dummy. Input-based counters typically have long recovery times that leave your character exposed should you fail the attempt.

Countering Supers is the trickiest technique to lock down. Level 1 Supers can be countered by attacks, throws, or other Supers at any point. Level 2 Supers can only be countered by an opposing Super attack, and Level 3 Supers can't be countered at all. Listen for the telltale sound of a Super being activated, and fire off an attack or Super if the positioning is right. If it connects during that brief activation window, the opponent is forced out of their Super and loses all that AP energy. Try using a throw when at point-blank range to swiftly shut down your attacker during a Level 1 Super.

AP and Meter Management

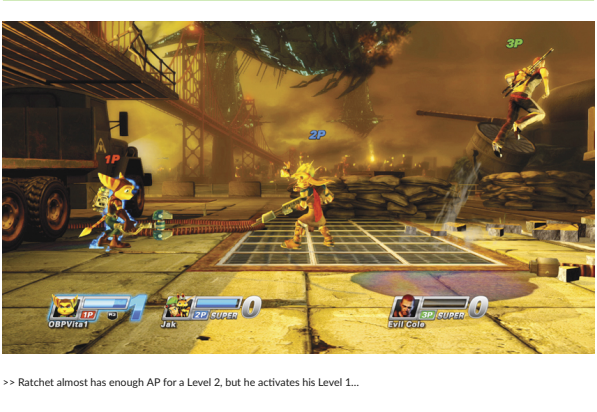
Understanding the ways you can gain, lose, and steal AP energy along with how the Super Meter works is the final piece of the puzzle when trying to put all of these separate fighting concepts together into a cohesive strategy. Many of the underlying rules regarding these systems are crucial for gaining AP and scoring quickly.

The AP required to reach each level of Super Meter is different for each character, but the incremental increase in AP needed for higher levels is universal. Level 2 requires more AP than it took to reach Level 1, and Level 3 requires more AP than it took to reach Level 2. Take Nathan Drake, for example: Level 1 = 150 AP, Level 2 = 400 total AP, Level 3 = 750 total AP. The amount of AP required per character, per Super Level, is usually balanced against how much killing potential the Super has and how fast that character can earn AP.

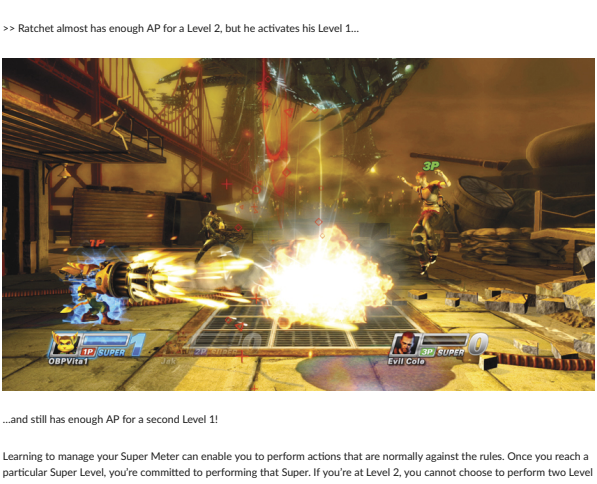
Tip

GAINING AP

- Landing attacks.
- Collecting AP Orbs.
- Catching multiple characters with a single attack gives a 30% AP bonus per hit.



>> Ratchet almost has enough AP for a Level 2, but he activates his Level 1...



...and still has enough AP for a second Level 1!

Learning to manage your Super Meter can enable you to perform actions that are normally against the rules. Once you reach a particular Super Level, you're committed to performing that Super. If you're at Level 2, you cannot choose to perform two Level 1 Supers instead. However, savvy players can take advantage of the increased AP requirements to perform two Level 1 Supers or a Level 2 and Level 1 in quick succession by taking advantage of that incremental increase requirement. Watch your Super Meter, and try activating your Super just before the bar reaches the next tier. The difference in AP earned ensures that another attack is immediately at your fingertips.

Caution

LOSING AP

- Being thrown by an opponent.
- Getting hit by weapon items.
- Contact with level Hazards.
- Performing a Super attack.

Practice Mode Makes Perfect

Every player, no matter their skill level, should plan on spending some serious time in Practice Mode if they wish to improve their skills with the game. Practice Mode is invaluable in its ability to recreate a nearly limitless number of gameplay situations without you having to worry about the pressures of a timer or kill limit. There are also several levels unique to Practice Mode that allow you to test out techniques or practice combos in peace and quiet, without level Hazards or moving platforms interrupting your concentration. Read on, and learn how to get the most out of this essential game mode.

Setting Up

Selecting Practice Mode from the Main Menu drops you into the character select screen. Choose an All-Star and press ✕ to ready up, but you have a few options to consider before moving onto level selection.

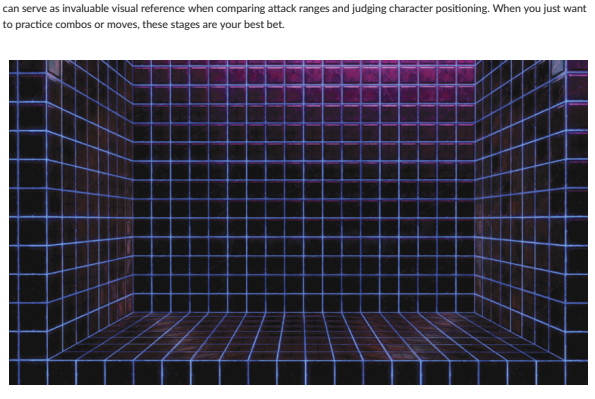
To choose any particular All-Star you wish to practice against, press L1 or R1 to switch between character slots and ready each character as you would your own. All opponents are set to the default difficulty, but that is easily changed within the Practice Mode pause menu. Any unfilled slots are assigned a character randomly by the game, just in case you decide to practice against more foes at once.

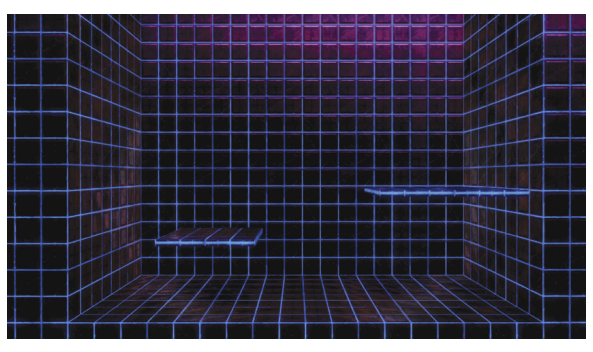
If you need to practice with specific weapons or on a level without active Hazards, press L2 to bring up the Match Options menu. There are options to determine how often items spawn, along with an option to turn level Hazards off. Pressing L1 or R1 switches to the Items Menu. Each item is displayed along with a checkbox, so simply select an item to toggle its ability to spawn. To work with one particular item, make sure that item is the only one checked.

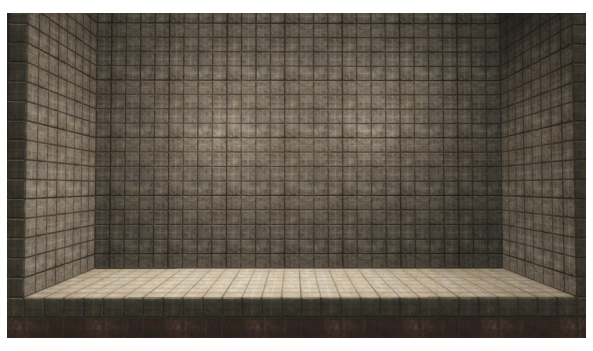
Once you're satisfied with all settings, press START to bring up the Level Select menu. All of the regular stages are available to you, allowing you to hunt for advantageous positions or learn the timing of particular level Hazards to your heart's content. Just remember that a majority of levels progress through their mash-up phases based on a three-minute timeline. After those three minutes are up, you must reset the room via the Practice Mode pause menu to restart the sequence.

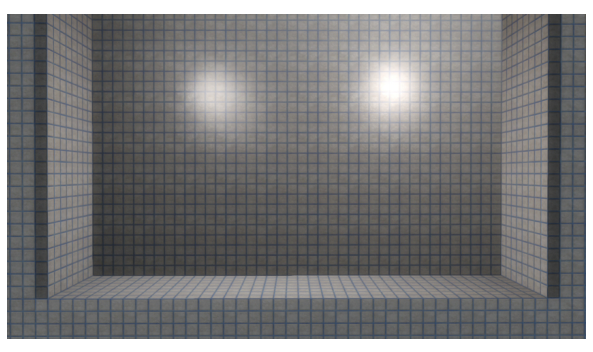
Practice Stages

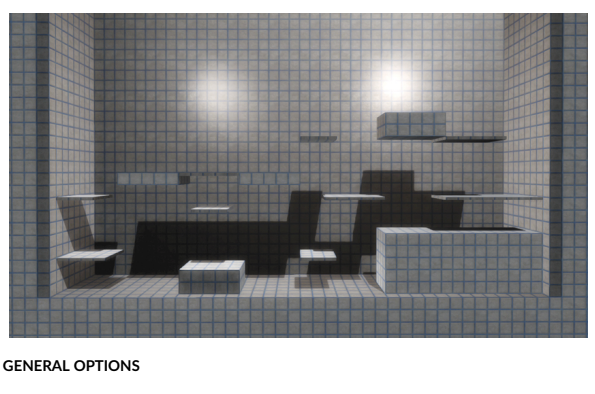
There are six stages unique to Practice Mode, two each in small, medium, and large varieties. One stage of each size is totally empty, leaving you free to practice attacks without platforms getting in the way. The other contains a smattering of thin platforms, enabling you to practice from a variety of heights. All Practice Mode-only stages have a gridded background, which can serve as invaluable visual reference when comparing attack ranges and judging character positioning. When you just want to practice combos or moves, these stages are your best bet.

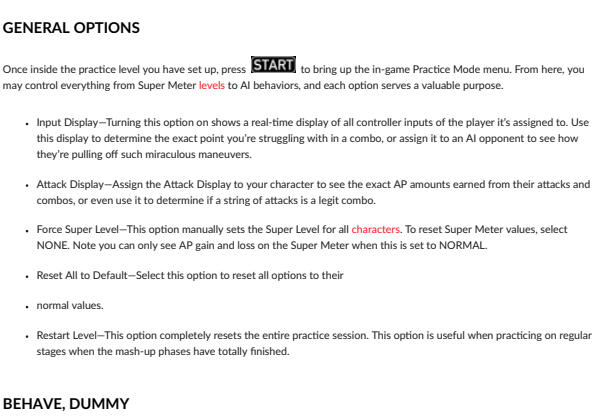












GENERAL OPTIONS

Once inside the practice level you have set up, press START to bring up the in-game Practice Mode menu. From here, you may control everything from Super Meter levels to AI behaviors, and each option serves a valuable purpose.

- Input Display—Turning this option on shows a real-time display of all controller inputs of the player it's assigned to. Use this display to determine the exact point you're struggling with in a combo, or assign it to an AI opponent to see how they're pulling off such miraculous maneuvers.
- Attack Display—Assign the Attack Display to your character to see the exact AP amounts earned from their attacks and combos, or even use it to determine if a string of attacks is a legit combo.
- Force Super Level—This option manually sets the Super Level for all characters. To reset Super Meter values, select NONE. Note you can only see AP gain and loss on the Super Meter when this is set to NORMAL.
- Reset All to Default—Select this option to reset all options to their
- normal values.
- Restart Level—This option completely resets the entire practice session. This option is useful when practicing on regular stages when the mash-up phases have totally finished.

BEHAVE, DUMMY

The final component in getting the most out of Practice Mode is learning how to set up the AI dummies to recreate different match situations. To start setting up an AI opponent, open the Pause Menu and use the shoulder buttons to switch between character slots. Set the "Add/Remove Character" option to "Active" for each dummy you want to bring into the fray. Once in the game, you can use the "Behavior" option to control dummy actions.

Nearly all of the dummy behavioral options include Guard Behavior and Wake-Up Defense options. Guard Behavior controls how the dummy blocks attacks:

- Auto-block—The dummy takes the first hit of an attack and attempts to block any attacks that follow. This option is excellent when attempting combos; if the AI doesn't block anything in your attack string, you know it's a combo!
- Always Block—The dummy blocks all the time. Use this option to practice ways to get through blocks, either via guard crush or throws.
- Dodge—The dummy actively tries to avoid your attacks by performing dodge rolls.
- Random—For each attack, the dummy's behavior is chosen from any of the previous options.

Wake-Up Defense sets how the dummy behaves after a knockdown. It can be set to dodge roll forward or backward, or to choose a direction at random. Learn how to catch characters on wake-up using this option!

Stand

The dummy just stands around, waiting for your attacks. It always faces one direction, and it automatically air recovers if launched. Unless set specifically, the dummy simply gets up after a knockdown without taking a wake-up action.

Crouch

Practicing against a crouching opponent can be used to determine which of your attacks your adversaries can duck under. Crouching does not change an attack's effect on an opponent.

Jump/Double Jump

If you need the dummy to get airborne, then set its behavior to jump or double jump. It continuously jumps in place and can perform an air dodge if its Guard Behavior is set to Dodge. Changing the Wake-Up Defense option determines if the dummy flips forward or backwards during an air recovery.

Follow

Follow causes the dummy to run at full speed toward your character and automatically change directions if you switch sides. This is one of two options where you cannot set Guard and Wake-Up Defense options.

Countdown Attack

A three-second timer appears above the dummy's head, causing it to perform a neutral □ attack once the countdown is complete. Countdown Attack behavior can be used to practice counters and other defensive options. The only way to get a dummy to attack in the air is to launch it upwards so that the timer runs out as it's falling.

Human

When set to Human, you and a training partner can attack each other for as long as you want. A real-life training partner can be invaluable for increasing your skills, as the best fighting game strategies always evolve from real-world match experience against other flesh and blood people. A controller must be assigned to the appropriate player slot for a human to take control.

CPU

Let the computer take full control over the dummy and start laying the smackdown. The CPU Behavior option also has a few unique settings:

- Difficulty—Set the CPU AI to any of the five available difficulties.
- Item Behavior—The AI can be set to Always Pick-up, Ignore, or Normal behavior when items appear on a stage.
- Super Bias—Limit the CPU to Level 1, Level 2, or Level 3 Super attacks. You can also remove the Super attack ability entirely, or have the CPU use Super attacks as it normally would.

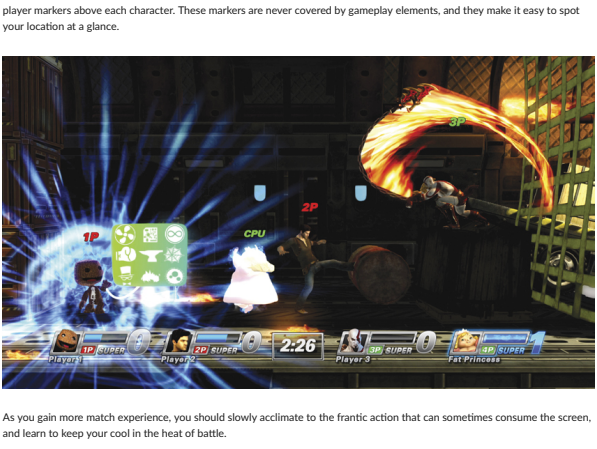
BATTLE TACTICS

By now, you should be ready to head out into the world, pick a character, and take on all challengers, both offline and online. But before you go, read over these last few combat tips... you never know when they might come in handy.

FREE FOR ALL/GENERAL TIPS

Sharpen Your Battle Vision

With several Blu-rays' worth of characters, explosions, Hazards, and energy beams flying across the screen at all times, it's understandable to lose track of your character from time to time. Train your eye to pay more attention to the color-coded player markers above each character. These markers are never covered by gameplay elements, and they make it easy to spot your location at a glance.



As you gain more match experience, you should slowly acclimate to the frantic action that can sometimes consume the screen, and learn to keep your cool in the heat of battle.

Become a Kill Counter

There isn't a score counter in timed games, so it's up to the individual player to keep track of who's in the lead. If you notice a certain player scoring an insane number of kills, put them in the crosshairs of your own Supers to lower their score.

Knock 'Em down a Level

You can force enemies to drop down a Super Level by causing AP Orbs to eject from their body. There are three ways to force an adversary to lose AP: throws, item attacks, and level Hazards. Each method causes the opponent to suffer an AP Penalty on hit, which comes in four different tiers:

- Light AP Penalty: Opponent loses 3% of their total AP.
- Medium AP Penalty: Opponent loses 5% of their total AP.
- Heavy AP Penalty: Opponent loses 10% of their total AP.
- Throw AP Penalty: Opponent loses 15% of their total AP.

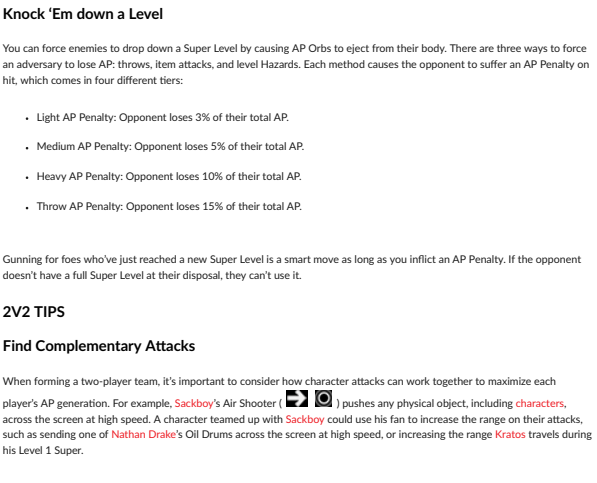
Gunning for foes who've just reached a new Super Level is a smart move as long as you inflict an AP Penalty. If the opponent doesn't have a full Super Level at their disposal, they can't use it.

2V2 TIPS

Find Complementary Attacks

When forming a two-player team, it's important to consider how character attacks can work together to maximize each player's AP generation. For example, Sackboy's Air Shooter (→ ○) pushes any physical object, including characters, across the screen at high speed. A character teamed up with Sackboy could use his fan to increase the range on their attacks, such as sending one of Nathan Drake's Oil Drums across the screen at high speed, or increasing the range Kratos travels during his Level 1 Super.

The best teams at the top of the leaderboards are sure to have complementary attacks and a gameplay to go along with them. You can set up a Team Match in Practice Mode, so grab a friend and start experimenting!



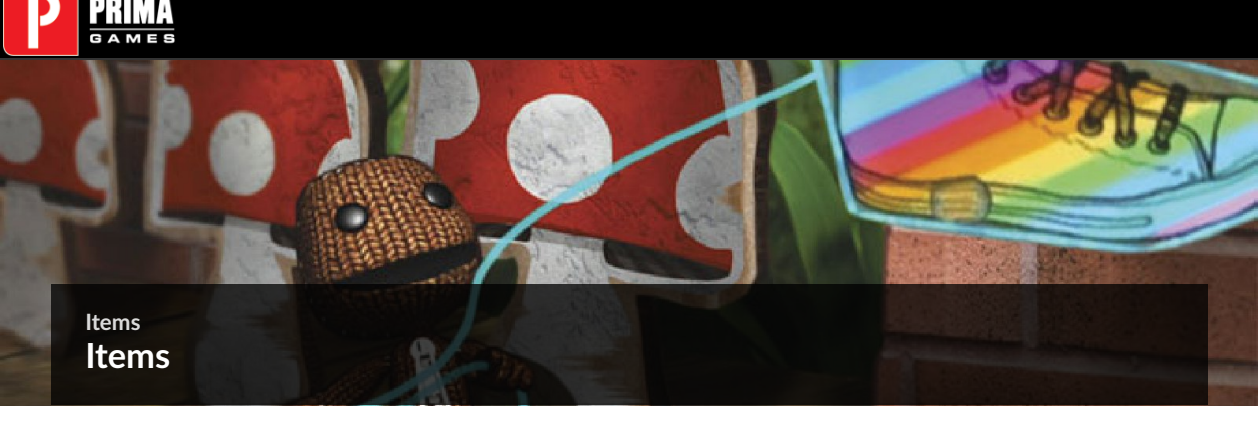
AP Management and Super Usage

Aside from attacks, it's important to strategize with your partner on how to approach AP acquisition and the use of Super attacks. AP is not shared between teammates, but the final score is. Maximizing your scoring potential is critical to making that first-place finish.

For example, consider pairing up a character that has a guaranteed insta-kill Level 3 Super, like Heihachi or PaRappa, with a character that can generate AP quickly, such as Sly or Sweet Tooth. The AP generator can act as a "battery" for the other player, forcing AP Orbs out of opponents for their partner to collect or keeping enemies occupied while the character with the insta-kill grabs items to force even more AP out of your challengers. The "battery" character is free to use their Supers when the situation allows, while at the same time making sure that the other character builds up enough AP to get those guaranteed kills quickly.

Another strategy to consider is using a character that can keep a group of opponents occupied at once, such as Jak or Kratos, with an All-Star that possesses a good short-range Level 1 with multi-kill potential, like Dante. While one partner keeps the opposing team tied up in defending attacks, the other player can waltz right in and score a double kill with an inexpensive Super.

As you experiment with the roster of All-Stars, confer with your partner about what you both think would work well together, and play a few friendly unranked matches with other players to test your theories. With such a diverse cast of characters, it shouldn't be an issue to find a team strategy that works for both of you while maintaining your individual playing styles.

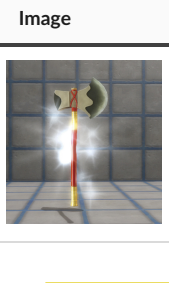


Items

NORMAL ITEMS

With the worlds of PlayStation colliding, it's only natural that some of the various weapons and pick-ups from various games would come along for the ride. Normal items are the most common type of pick-ups that spawn randomly during a normal match. Each of these items bestows a unique attack or buff to the character that acquires them, usually leading to obtaining even more AP than usual. Items can come from anywhere in PlayStation history, so even worlds without an All-Star rep in the roster have had items pulled into the Battle Royale.

BAUMUSU'S AXE

Image	AP Gain	Ammo	Buffs	Hit Effect	Priority
	10 per hit	10 hits	21AP of super armor during attack	Eject tornado (after 5 hits)	Medium

Game of Origin:

- The Mark of Kri

Item Type:

- Melee

This battle-axe turns the All-Star who wields it to whirling dervish of terror. Pressing any attack button causes the character to spin 360-degrees, hitting any opponent with its radius. Mashing an attack button forces its wielder to continue spinning, and pressing ← or → allows them to move while spinning. After five successive hits, the opponent is forced into an eject tornado state. Whoever wields Baumasu's Axe also gains super armor while spinning, allowing them to soak up hits without stopping the whirlwind. But watch out! Mash for too long without hitting an opponent and your character is forced into a crumple state. Even the toughest of All-Stars can get dizzy spinning around like that!

BOOTS OF HERMES

Image	Duration	Buffs	Hit Effect	Priority
	20 seconds	75% speed boost, enable Hermes Dash ← / → + L1	–	Low

Game of Origin:

- God of War

Item Type:

- Consumable

This Olympian relic gives its wearer a 75% speed boost for twenty seconds, which is an eternity in All-Star time. While under its effects you can also activate the Hermes Dash by pressing ← or → + L1, causing your character to become invincible as they dash straight across the screen. You may also pick up other items with the boots equipped since they offer a simple speed buff. Slower characters, like Big Daddy or Sweet Tooth, get the most benefit out of the Boots of Hermes.

DOHVAT LASER DESIGNATOR

Image	AP Penalty	Ammo	Unique Controls	Hit Effect	Priority
	Medium	3	left stick: aim; attack button: air strike	Full launch	Medium

Game of Origin:

- Killzone

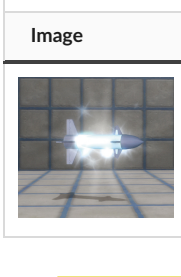
Item Type:

- Ranged

The Dohvat Laser Designator offers a unique way of draining AP from your foes, raining three missiles down from above with each use. Each missile strike forces an opponent to loose five percent of their total AP and launches them straight up into the air! However, its targeting system requires that your character stand still and isn't interrupted while aiming.

To begin the missile barrage, press any attack button to enter targeting mode. Use the left stick to move the reticle around the screen, and press any attack button to fire. If you need to quickly get out of targeting mode, press L1 or ✕. The missiles explode when striking a character or the first platform they hit, so don't count on this item to do you much good on multi-tiered levels where your opponents can easier escape using the environment.

FREEZE MISSILE

Image	AP Penalty	Ammo	Hit Effect	Priority
	–	1	Butt-drop; opponent slowed to 25% normal speed	High

Game of Origin:

- Twisted Metal

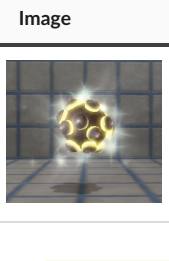
Item Type:

- Projectile

A staple of every single Twisted Metal competition to date, the Freeze Missile has been the bane of killer high-octane hot rods for decades. In its PlayStation All-Stars incarnation, the Freeze Missile item is guaranteed to ruin the day of whoever falls in its path. On impact, it causes a unique status effect that slows down every action of its victim to 25% of normal speed. This beefed up freeze effect applies to everything from air speed when in an eject state to dodge rolling, so opponents under the effects of a Freeze Missile impact can be juggled for what feels like an eternity.

If you manage to hit an opponent with the Freeze Missile, take some time to knock them around with your highest-AP value attacks. Due to their slowed movement speed, you should be able to score many hits before they've even had a chance to begin a recovery animation. When on the receiving end of a Freeze Missile impact, your best bet is to hold L1 to block and pray the effects wear off soon.

HEDGEHOG GRENADE

Image	AP Penalty	Ammo	Hit Effect	Priority
	–	1	Crumple, Super time-out	High

Game of Origin:

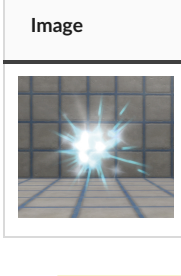
- Resistance

Item Type:

- Projectile

This Chimerian hand grenade likes to lay dormant when thrown, waiting for an unsuspecting All-Star to get within range before firing its deadly quills in all directions. Players caught by the Hedgehog Grenade's quills are forced into a crumple state, and their ability to perform Super attacks is disabled for nearly eight seconds. The quills can pass through thin platforms as well, making dodges and hard cover your only methods of escape. The Hedgehog Grenade is a general all-purpose item, useful to every All-Star since it can be used to hinder your opponents' ability to score while you rack up the kills.

LEECH BEAM

Image	AP Penalty	Duration	Buffs	Hit Effect	Priority
	–	7.5 seconds	Drains 20AP per second from opponent	–	High

Game of Origin:

- Wipeout

Item Type:

Consumable

Living up to its name, the Leech Beam item from Wipeout established a link between your character and the nearest opponent. This link transfers 20AP per second from your opponent's Super Meter to yours, hindering their progress in a match and increasing your energy advantage. The connection has a limited range, but if the link is severed a new one can be established with another opponent who is in-range. Like the Killer Bees, the Leech Beam is a consumable item and your character may grab other items while it is active.

KILLER BEES

Image	AP Gain	Duration	Hit Effect	Priority
	5 per shot	15 seconds	–	Medium

Game of Origin:

- Ratchet & Clank

Item Type:

- Consumable

Picking up the Killer Bees item creates two satellite lasers that orbit your character for fifteen seconds. These little guys fire a laser projectile every time an attack button is pressed, generating 5AP per hit. While a great source of extra AP, combo-focused characters should avoid grabbing the Killer Bees, since the laser blasts can force enemies out of your attack string. The Killer Bees count as a consumable item, so your character is free to grab and use other items while the satellites are active.

LR-3 RAILGUN

Image	AP Penalty	Ammo	Hit Effect	Priority
	–	1	Crumple, Super time-out	High

Game of Origin:

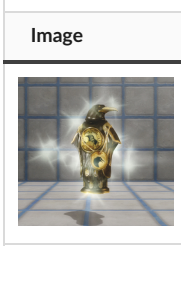
- Starhawk

Item Type:

- Ranged

The LR-3 Railgun fires a single shot, but if it hits that single shot is all you need. Like the Dohvat Laser Designator, pressing any attack button puts you in targeting mode. Use the left stick to aim the laser beam up or down, and when you've got your shot press any attack button to fire. Pressing L1 or ✕ allows your character to exit targeting mode without firing the shot. The rail gun's projectile passes through anything: platforms, Hazards, and characters. Anyone caught in its path crumples to the ground and their ability to perform Super attacks is disabled for nearly ten seconds.

MURDER OF CROWS

Image	AP Penalty	Ammo	Hit Effect	Priority
	Light x4	1	Confusion	Low

Game of Origin:

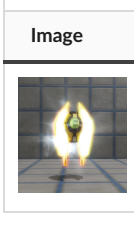
- BioShock Infinite

Item Type:

- Projectile

"Dark wings, dark words" as the saying goes, and this relic from BioShock Infinite is definitely the harbinger of bad news for opponents caught in its path. Pressing any attack button unleashes a stream of crows from your hands, flying across the screen and passing through opponents until they hit a wall. Any enemies caught in the Murder's path become confused, with their movement controls reversed and attack inputs mixed up. The crows continue to swarm their victim for the duration of the confusion effect, casing several light AP penalties over time. Because of its specific effect, the Murder of Crows is most useful when used against human opponents.

RAZOR CLAWS

Image	AP Penalty	Ammo	Buffs	Hit Effect	Priority
	Light (yellow); medium (red)	4	Powerful 3-hit combo, air dive attack	Ground attack: eject tornado; air attack: crumple, eject tornado (aerial foe)	Low

Game of Origin:

- Ratchet & Clank

Item Type:

- Melee

When Ratchet & Clank entered this fight, they sure did bring a lot of their toys with them! The Razor Claws give any character a three-hit combo, produced by simply pressing any attack button three times in a row. Landing four attacks within a short period of time causes the blades to turn from yellow to red, increasing the AP penalty from 3% to 5% of the opponent's total AP. Attacking from the air forces your character to fly downward at a 45-degree angle, much like a dive kick, and causes any opponents caught in its path into a crumple state.

Each successfully combo reduces the available ammo by one, regardless if the entire combo connects with an opponent. With its poor AP generation and limited defensive options, the Razor Claws are rarely worth your time. Even the slowest of the slow characters have combo attacks that produce more AP energy faster than the Razor Claws ever could.

NANOTECH CRATE

Image	Ammo	Buffs	Hit Effect	Priority
	–	Releases 100AP worth of AP Orbs	–	High

Game of Origin:

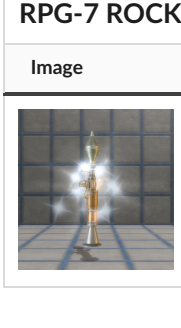
- Ratchet & Clank

Item Type:

- Consumable

Who doesn't love free AP? By attacking the crate or opening it with R1, the Nanotech Crate produces ten AP Orbs worth 10AP each. To ensure your enemies don't run off your newly found energy source, trying manually opening it by pressing R1 instead of using an attack so that your character comes in contact with all of the AP Orbs first.

RPG-7 ROCKET LAUNCHER

Image	AP Penalty	Ammo	Hit Effect	Priority
	Heavy	3 shots	Eject tornado	Medium

Game of Origin:

- Uncharted

Item Type:

- Ranged

Ah, the old reliable rocket launcher. This three-shot wonder can be fired up, down, left, or right by simply holding the left stick in the desired direction and pressing any attack button. It can also be fired downward in the air, or from a crouching position to catch smaller characters like Sackboy or PaRappa. The rocket fires in a straight line and any enemy unfortunate enough to get caught by the explosion loses a whopping 10% of their entire AP stash!

SACKBOT

Image	AP Penalty	Duration	Buffs	Hit Effect	Priority
	Light x5	10 seconds	–	Slow; limited jump	High

Game of Origin:

- LittleBigPlanet

Item Type:

- Projectile

This cute little guy from LittleBigPlanet is just looking for somebody to love. Press any attack button to send Sackbot in search for an opponent to snuggle. Once attached, the affected character looses three percent of their total AP per second, along with a significant reduction in movement speed and jump height. Once Sackbot has had its fill—usually about five- to seven-seconds of hugging, touching, and squeezing— Sackbot leaps off the opponent looking to spread the love to another All-Star.

Sackbots ability to move around on its own and seek out targets makes it an excellent item to annoy your foes. If you see Sackbot spawn, go for it immediately and throw it a soon as it's in your character's hands. Otherwise, it could be your character that ends up feeling the bad touch.

SPEAR OF DESTINY

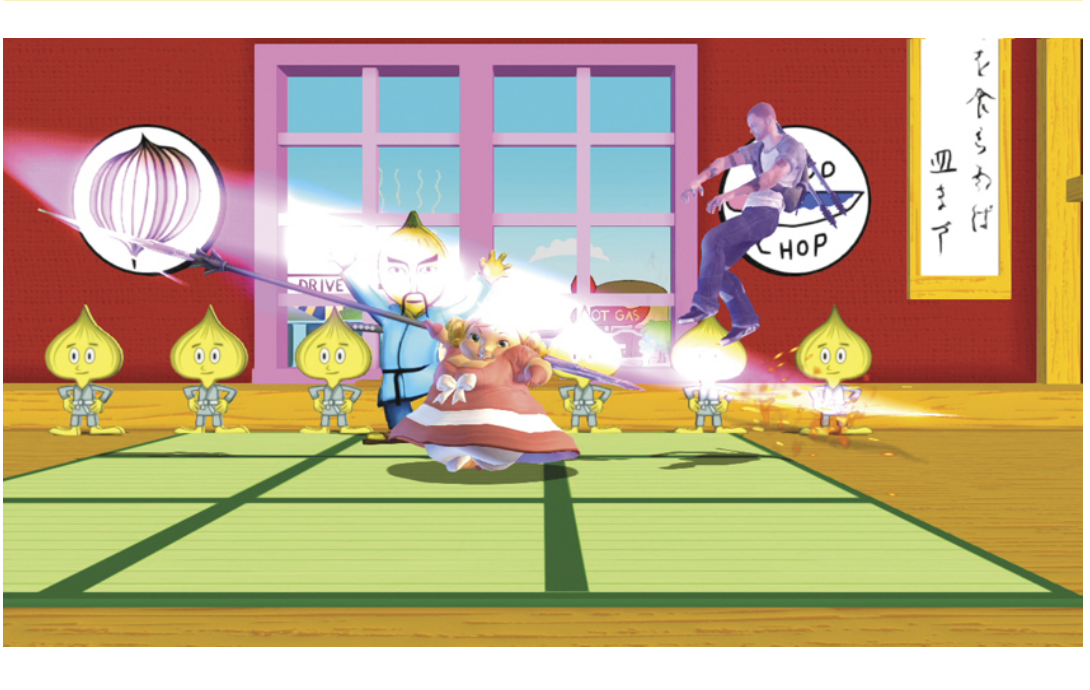
Image	AP Penalty	Ammo	Hit Effect	Priority
	Medium + 10AP to attacker; light (foes caught by explosion)	3 hits	Lift, then eject tornado	Low

Game of Origin:

- God of War

Item Type:

- Melee



Another item from the Gods, the Spear of Destiny gives your character two attack options. On the ground, the Spear of Destiny force an opponent to lift up off the ground before the Olympian energy stored within explodes, sending the enemy flying in an eject tornado state. Any opponents caught in the explosion suffer a light AP penalty, too.

In the air, the Spear of Destiny fires an invisible projectile downwards at a 45-degree angle with the same devastating results. Any opponents caught in the secondary explosion are sent flying, making the Spear of Destiny a good item for clearing out clusters of opponents. However, much like the Razor Claws, this item gives your character limited offensive options and your best bet is to most likely stick with your basic attacks.

SONIC RIFT

Image	AP Penalty	Ammo	Hit Effect	Priority
	–	1	Shock	Medium

Game of Origin:

- ModNation Racers

Item Type:

- Projectile

Pulled from the arsenal of the ModNation Racer universe, the Sonic Rift item bounces across the level producing miniature sonic booms that shock any All-Star caught in its path. This item is great for putting a stop to all of your opponents at once, or setting up a free kill by locking a nearby opponent in place so you can line up a Super attack.

STURGEON

Image	AP Gain	Ammo	Buffs	Hit Effect	Priority
	50; heavy AP Penalty on contact with foe	3 hits	31AP of super armor during wind-up	Eject tornado	Low

Game of Origin:

- Uncharted

Item Type:

- Melee

This big fish packs one heck of a punch! Holding any attack button causes your character to wind up like a major league hitter, swinging for the rafters the moment you release the button. Should the helpless victim come into contact with another opponent, both characters suffer a heavy AP penalty. The fish bestows super armor on your character while winding up, allowing your character to absorb 31AP worth of attacks before getting knocked out of the wind-up animation.

If you're going for the big hits, watch out for enemies getting close to your position. Should they go for a normal attack, release the button and watch them fly into the cheap seats. However, should an opponent attempt to throw your character then you're plum out of luck: the fish won't connect in time to avoid the grapple.

EPIC ITEMS

Epic items are some of the most powerful relics from their respective PlayStation universes, spawning very rarely and almost always towards the end of a match. These items are called "epic" for a reason, as most of them cause unbelievable AP penalties, cover large areas of the map, or cause strong status effects that leave your opponents exposed. Needless to say, when you see the telltale purple glow of an epic item preparing to spawn, drop whatever you're doing and make it your top priority to grab it before your opponents.

FUSION BOMB

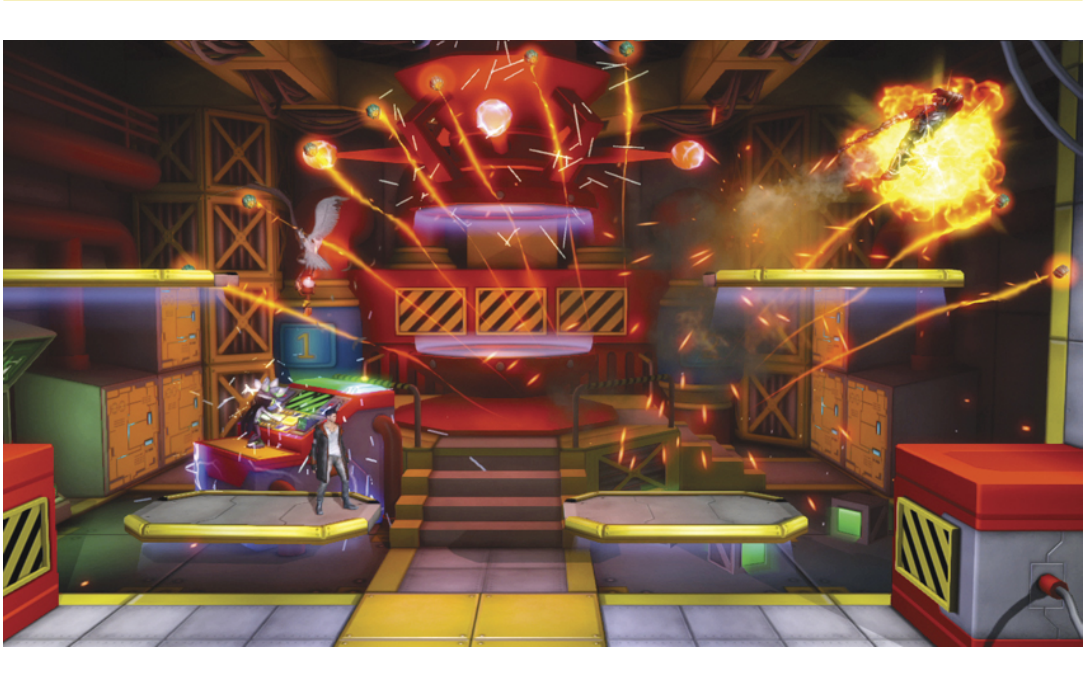
Image	AP Penalty	Ammo	Hit Effect	Priority
	Heavy; light (bomblettes)	1	Full launch	Highest

Game of Origin:

- Ratchet & Clank

Item Type:

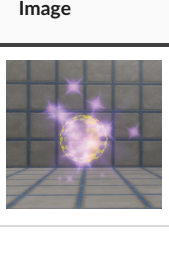
- Projectile



Once released, the Fusion Bomb creates a powerful explosion that releases thirteen bomblettes that bounce around the entire level. The bomblettes can pass up through thin platforms, but bounce off of them from above.

There is no escape for any opponent on the map, and everyone (except you, of course) should expect to suffer some loss of AP. While your enemies are being juggled around in the air by the bomblettes, scoop up all the AP Orbs they drop on the ground and hit them with a Super attack just as they fall back to earth!

GRAVITY SHIELD

Image	AP Penalty	Duration	Buffs	Priority
	–	10 seconds	Immune to 200AP of attacks, throws, or 1 Super hit	Highest

Game of Origin:

- Wipeout

Item Type:

- Consumable

The Gravity Shield is the ultimate in high-tech protection. On pick-up, a yellow energy barrier surrounds your character instantly, protecting you from 200AP of attacks for a full ten seconds. This immunity extends beyond normal attacks and into unblockable territory, keeping you safe from throws, items, and even Super attacks! However, contact with an active Super attack causes the Gravity Shield to immediately disappear and force your character into an eject tornado state. A small price to pay for sparing your life, and your score!

GREAT MIGHTY SCYTHE

Image	AP Penalty	Ammo	Buffs	Hit Effect	Priority
	-30AP to opponent; +50AP ground hit; +30AP air hit	3 ground hits or 3 air attacks	31AP of super armor during slash	Random ground: float, slow, freeze, confusion; air: confusion	Highest

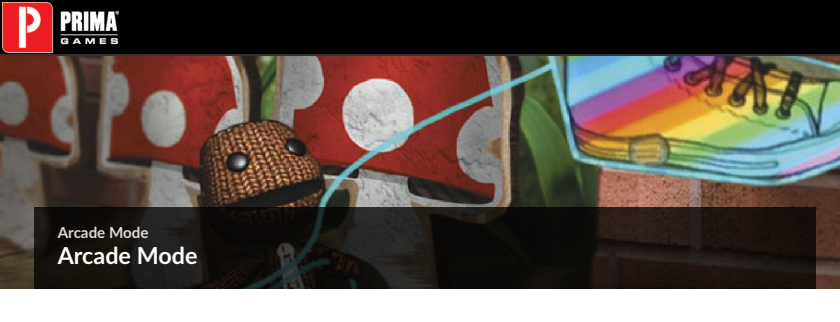
Game of Origin:

- Patapon

Item Type:

- Melee

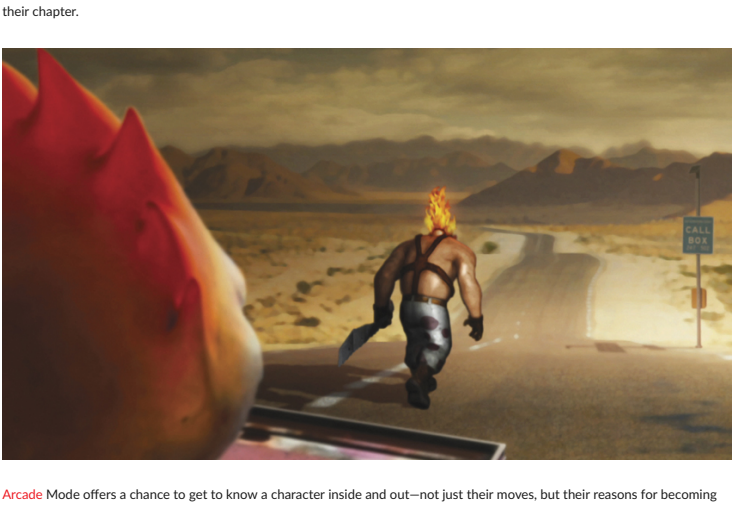
The Patapon's may be small, but they're fierce warriors who know their way around weapons. The Great Mighty Scythe is unique in that it forces your opponent to lose 30AP with every hit, as opposed to a fixed percentage, and causes one of four random status effects on hit. By purposefully missing a swing, you can guess what the next effect awaits your opponent by looking at the color of the energy that emanates from the blade. Green causes a float state, yellow a slow state, blue causes a freeze effect similar to the Freeze Missile, and purple results in confusion. When used in the air the Scythe creates a large tornado, covering about two-thirds of the screen. As the tornado travels across the level, it gently pulls opponents into the air and drops them back down to earth with confusion. The tornados cover almost 2/3rds of the vertical space in a stage, making it a great way to scoop up many adversaries at once.



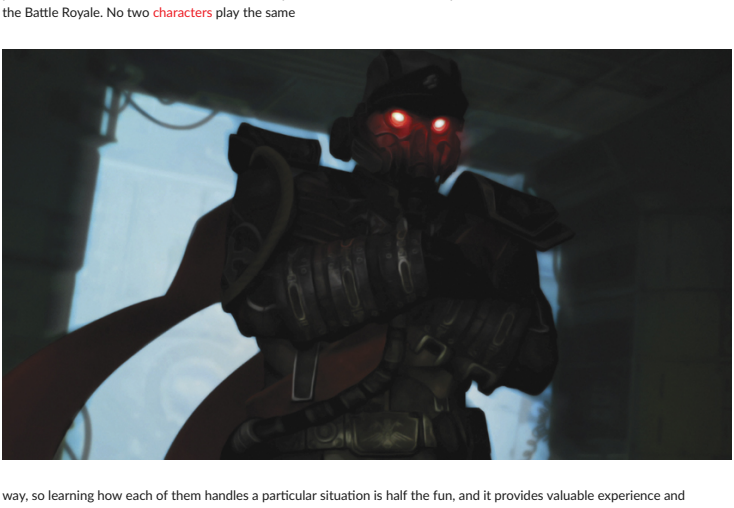
Arcade Mode

Arcade Mode

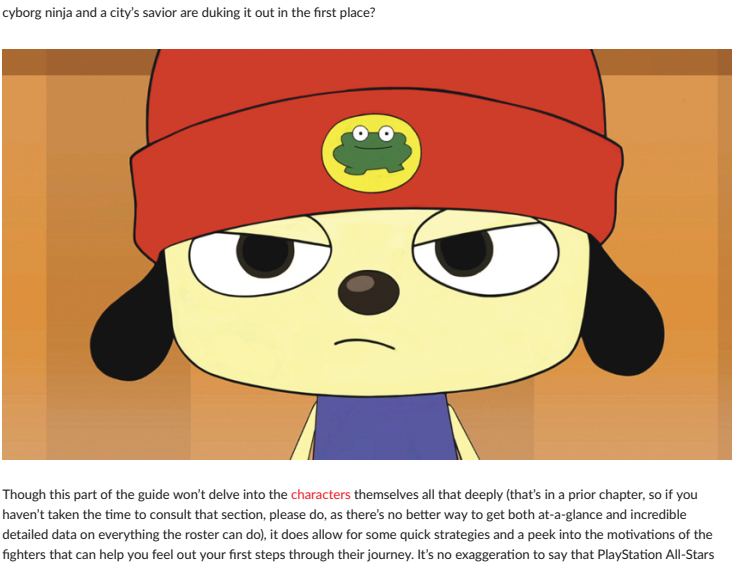
The Battle Royale has begun. Twenty fighters from every corner of the PlayStation universe have been assembled, each with their own stories. Some fight for honor, some for the glory of battle, while still others brawl for the love of... cake. Though this motley cast of characters couldn't be more varied, those differences will intertwine and bind them, and before these All-Stars' journey is through, they will have met not only their ultimate challenge, but settled a feud with a specific fighter that closes out their chapter.



Arcade Mode offers a chance to get to know a character inside and out—not just their moves, but their reasons for becoming part of the fracas. Think of Arcade Mode as a way to learn the ins and outs of your favorite—or most dreaded—combatants in the Battle Royale. No two characters play the same



way, so learning how each of them handles a particular situation is half the fun, and it provides valuable experience and understanding of how to counter their moves when another player has selected them. Plus, who wouldn't want to know why a cyborg ninja and a city's savior are duking it out in the first place?



Though this part of the guide won't delve into the characters themselves all that deeply (that's in a prior chapter, so if you haven't taken the time to consult that section, please do, as there's no better way to get both at-a-glance and incredible detailed data on everything the roster can do), it does allow for some quick strategies and a peek into the motivations of the fighters that can help you feel out your first steps through their journey. It's no exaggeration to say that PlayStation All-Stars Battle Royale offers something for everyone in its cast, though, so after playing favorites for a while, consider trying everyone out at least once. You'll find out their story and become a better brawler in the process!

DIFFICULTIES

PlayStation All-Stars Battle Royale saddles players with a difficult choice from the outset: just how much pain are you willing to endure? On the standard Hero difficulty, the opposing AI usually avoids using Supers until Level 3 and rarely chains attacks, and even trap-based characters abstain from littering the stage with their gadgetry. At Legend difficulty, attacks start to flow into combos, Supers are used more readily, and the full move set is utilized. All-Star difficulty is where the AI starts to behave more like real players. Traps are set constantly; attacks are chained into stuns, juggles, and combos; and Supers aren't just unleashed at extremely opportune times, but the AI tends to be extremely good at avoiding your Level 1 Supers, as well.

Keeping that in mind, it's always best to go for Trophies on Hero, particularly if you aren't using Practice Mode to set conditions for the Level 3 Super-related ones. Getting the basics of the characters' stories and their story-based Trophies is also immensely easier on Hero. Save the harder difficulties for the many, many Goals related to those characters. Don't worry: there's plenty of opportunity to soak up RP to reach Level 300 with everyone. Save the sweat and expletives for the truly difficult challenges.

PROGRESSION

Though there are a whopping 20 characters with paired stories to experience, the actual makeup of the battles is always the same regardless of the fighter or difficulty:

Battle 1—A debut fight against a single opponent. FFA rules apply here, so the fighter with the highest store wins the round. Supers add two points for a kill and subtract a point from the killed character's tally.

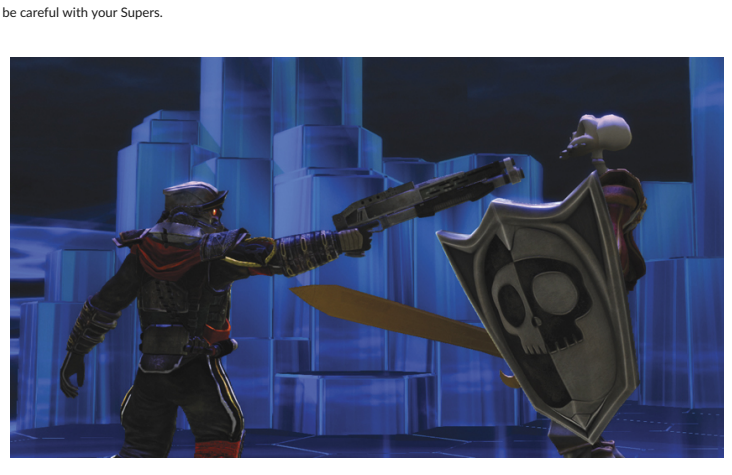
Battle 2—A three-fighter match-up; standard FFA rules apply.

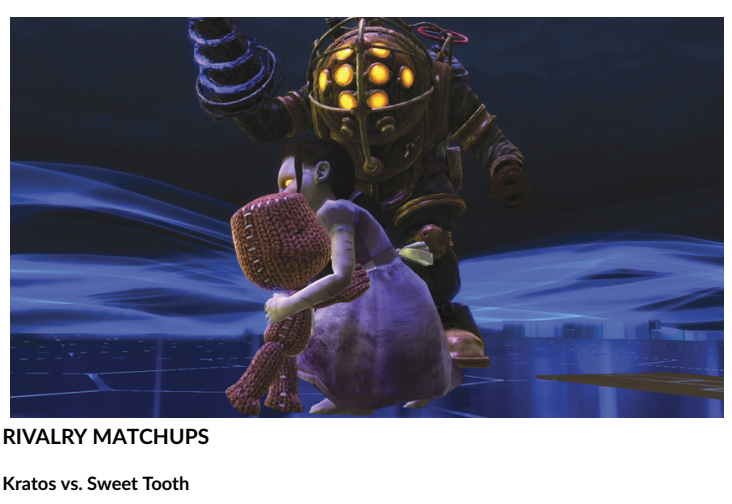
Battles 3 and 4—Two full four-player FFA match. Three minutes to rack up more kills than the rest of the pack. Battle 4 features one character with slightly better AI than the other two.

Battles 5 and 6—Another two four-player FFA tussle, but with a three-kill limit. These are far more dangerous, as any of the enemy AIs need only reach three kills before you do to end the match. Battle 6, like Battle 4, has one AI at a slightly higher difficulty than the other two.

Battle 7—A one-on-one duel with your rival. A short cutscene specific to each character plays before the match to highlight the reason for the rivalry. Despite the characters being paired up, the cutscene for each rival is slightly different.

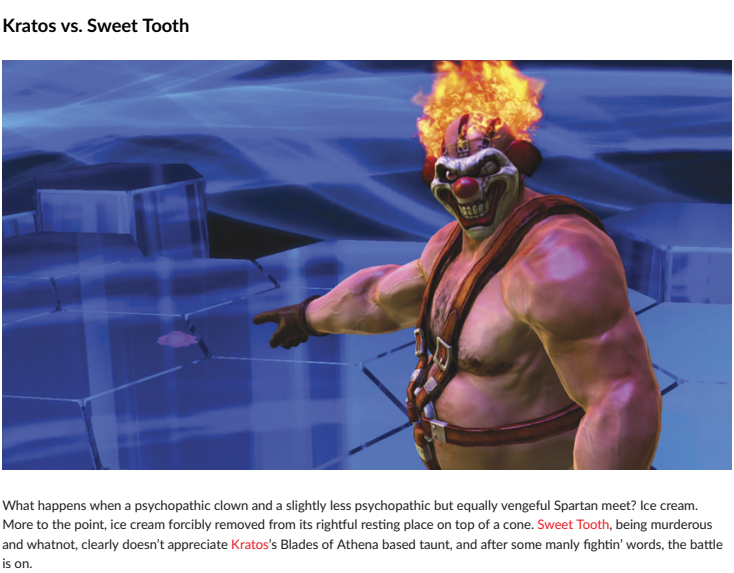
Battle 8—The final fight again Polygon Man and his minions. Four lives are allotted, and once they're gone, it's Game Over, so be careful with your Supers.





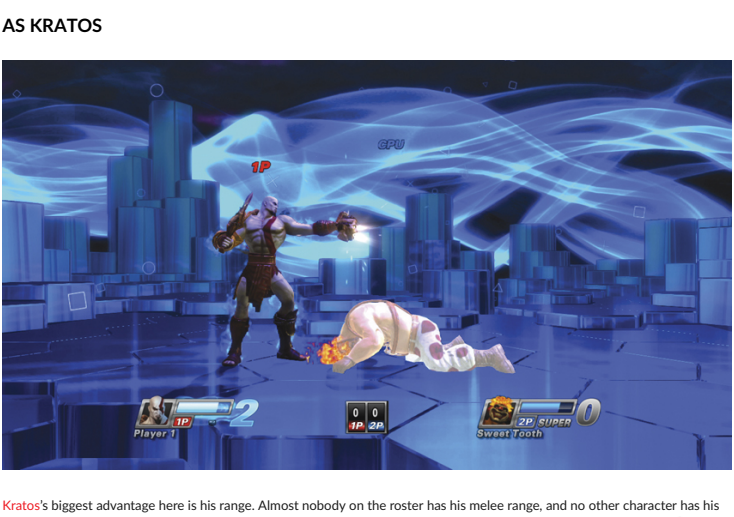
RIVALRY MATCHUPS

Kratos vs. Sweet Tooth



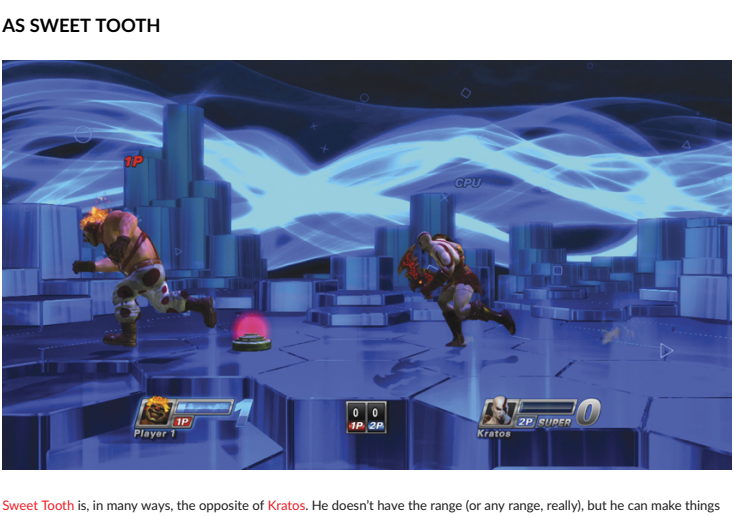
What happens when a psychopathic clown and a slightly less psychopathic but equally vengeful Spartan meet? Ice cream. More to the point, ice cream forcibly removed from its rightful resting place on top of a cone. Sweet Tooth, being murderous and whatnot, clearly doesn't appreciate Kratos's Blades of Athena based taunt, and after some manly fightin' words, the battle is on.

AS KRATOS



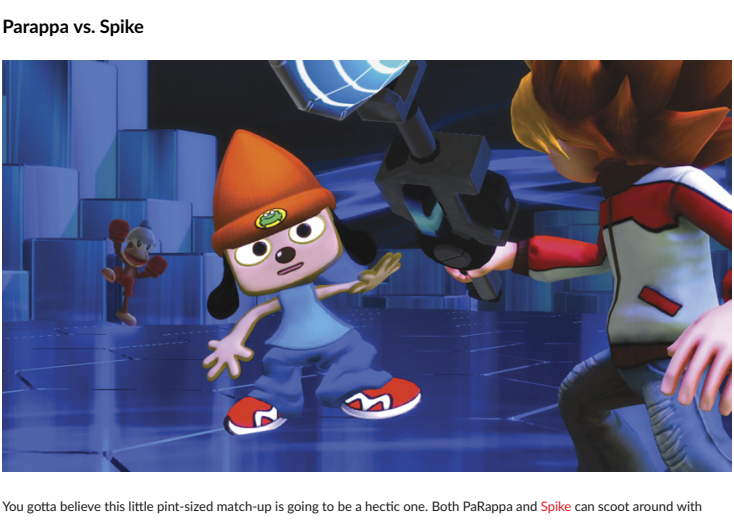
Kratos's biggest advantage here is his range. Almost nobody on the roster has his melee range, and no other character has his combination of range and speed. Use that to your advantage, unloading with juggles to boost ap and employing his → □ launcher to create breathing room where needed. Charge ↓ ○ after a knockdown to force sweet tooth into a crumple, and immediately follow a level 1 for a guaranteed kill. Remember, there's no time limit in this battle, just a first-to-three race for kills, so take your time and make sure each super unleashed connects.

AS SWEET TOOTH



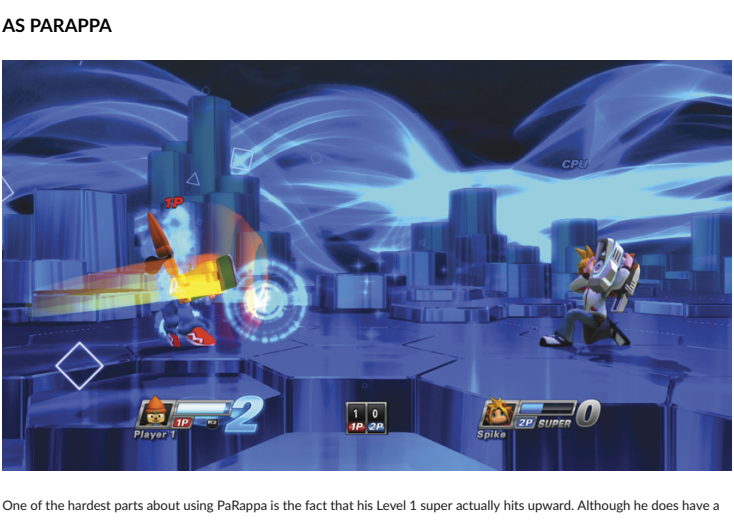
Sweet Tooth is, in many ways, the opposite of Kratos. He doesn't have the range (or any range, really), but he can make things more productive by always having a mine (↓ ○ , which can also be done in the air) planted. Avoid jumping in on Kratos, as he has a multitude of attacks to counter this, and instead work on drawing him to Sweet Tooth with careful blocks and rolls. One of the best ways to soak up AP is to unload with the → △ shotgun blast, which sends the Spartan flying and forces an air recovery to give Sweet Tooth some time to plant a mine.

Parappa vs. Spike



You gotta believe this little pint-sized match-up is going to be a hectic one. Both PaRappa and Spike can scoot around with plenty of speed, so when the pair square off with a little simian-assisted mistaken identity, there's only one way things can go: either PaRappa finds his inner courage, or Spike makes use of that temporal net to save the world from the monkey apocalypse—one that may or may not actually be happening.

AS PARAPPA

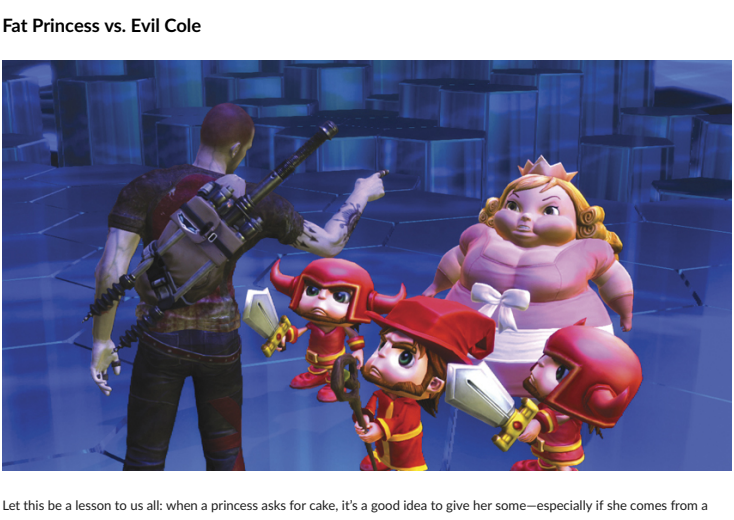


One of the hardest parts about using PaRappa is the fact that his Level 1 super actually hits upward. Although he does have a small amount of forward impact, the sweet spot for the super means it's best used when enemies are in the air, which definitely requires a bit of practice. Thankfully, his Level 2 super is extremely useful and lasts long enough that it's possible to correct for a whiff (and make no mistake, on all-star difficulty, misses are commonplace even when you're not battling a spastic ape catcher). Make the most of PaRappa's ability to reel in Spike with the neutral ○ mic attack (following up quickly with some □ strikes is a great way to build AP), and if the spiky-haired opponent is proving a little too rowdy, don't be afraid to throw down the boom box to lure him in close (and pocket a little AP in the process).

As Spike

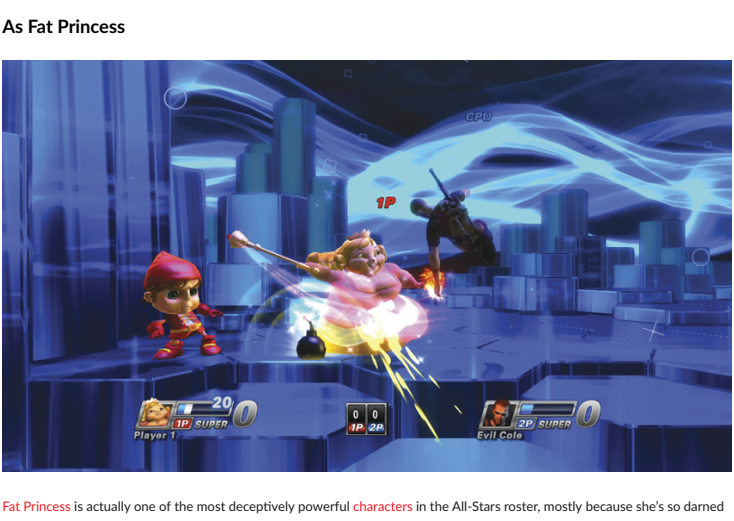
Spike's best weapon is his ability to stun with lightning balls (↓ △), so go hog wild with them whenever possible. His ability to teleport away (↑ ○) is also an incredibly useful way of gaining a bit of breathing room and even dodging PaRappa's Level 2 super if the ai decides to use it. Mostly, though, the fight is a matter of staying on the attack, using the wider area of effect from spike's batons to juggle in the air and waiting for openings to really throw hurt on the rapping pup.

Fat Princess vs. Evil Cole



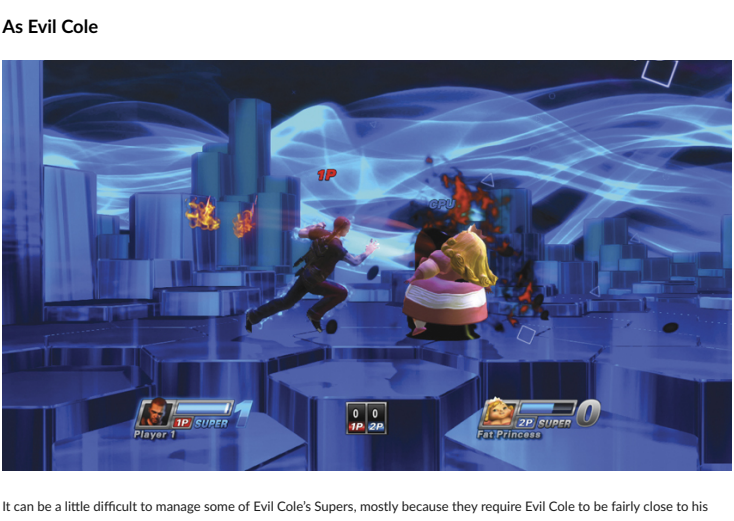
Let this be a lesson to us all: when a princess asks for cake, it's a good idea to give her some—especially if she comes from a fairy tale realm where her...healthy appetite is usually appeased. Evil Cole, of course, is on the hunt for Conduits of any form and cares little about plus-sized, pink, cake-gobbling royalty, so the only solution apparently is to teach the Fat Princess what happens when the dark specter of Empire City is crossed.

As Fat Princess



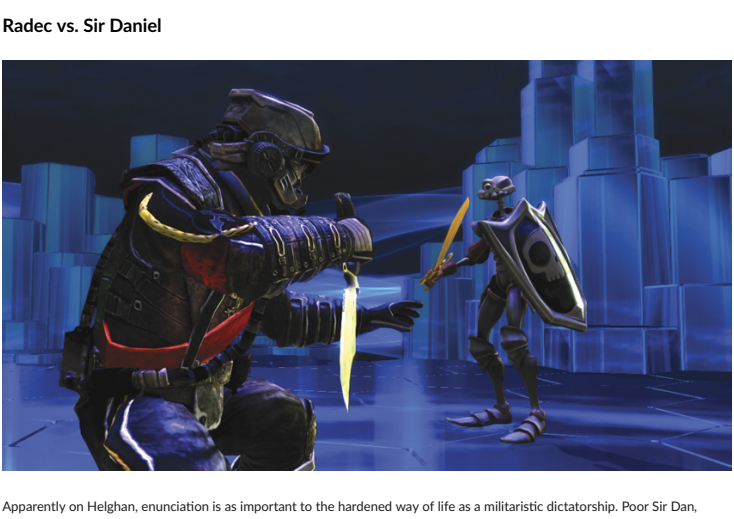
Fat Princess is actually one of the most deceptively powerful characters in the All-Stars roster, mostly because she's so darned good at juggling even with standard attacks. She can close the gap between herself and her opponent with relative ease, and the default mashed △ spinning attack catches enemies on either side of her before finishing with a butt stomp that sends them flying. Make use of this as much as possible to keep Evil Cole on the ropes, along with keeping your villagers working at all times to catch Evil Cole with bombs and fireballs. When it comes time to unleash a Super, remember that Fat Princess' Level 1 lets her actually see where the dash toward cake is headed. Place the cake on the other side of a falling Evil Cole, and enjoy the show.

As Evil Cole



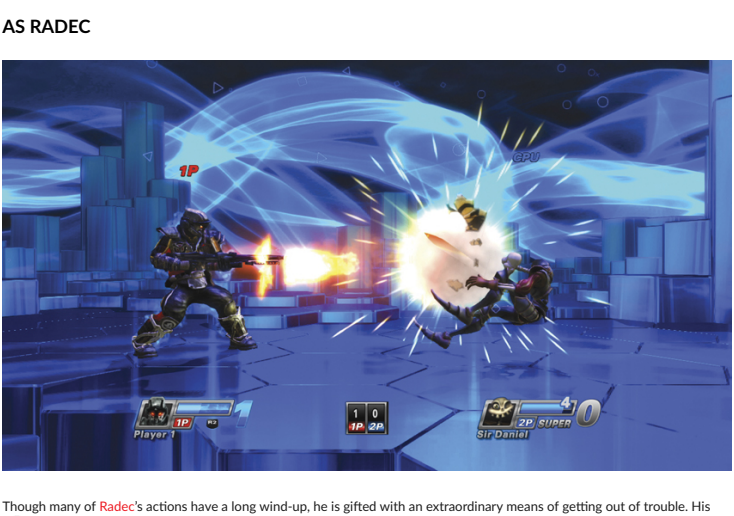
It can be a little difficult to manage some of Evil Cole's Supers, mostly because they require Evil Cole to be fairly close to his target. There's a small bubble of effect when launching the Level 1 that's widened for Level 2, but it's still extremely important that the Supers be launched in close proximity, which also means when Fat Princess is on the ground and not spamming her subjects (which is quite often). Use grinds (→ □) or a firebird strike (→ ○) to close long distances before unloading with the bread and butter charged ○ combo to keep building ap. Cole's ability to litter the air with double grenades (→ △) also means he's great at zoning and air denial, so use that to ground the plump potentate.

Radec vs. Sir Daniel



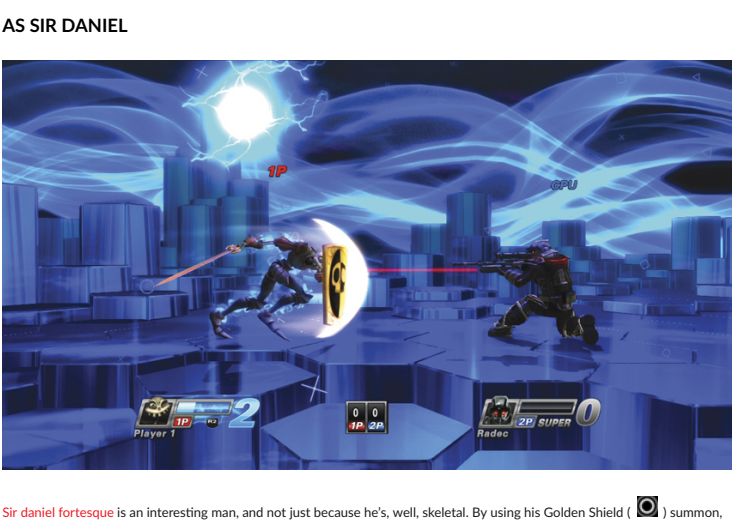
Apparently on Helghan, enunciation is as important to the hardened way of life as a militaristic dictatorship. Poor Sir Dan, however, knows nothing of a planet beset by the harshest of conditions, though he knows a thing or two about being dead—something most of the All-Stars cast can't claim. Still, in order to earn the continued adulation of his people, any potential threat by the wizard Zarok must be dealt with swiftly, and no glowy-eyed, gravelly-voiced second-in-command is going to stop him.

AS RADEC



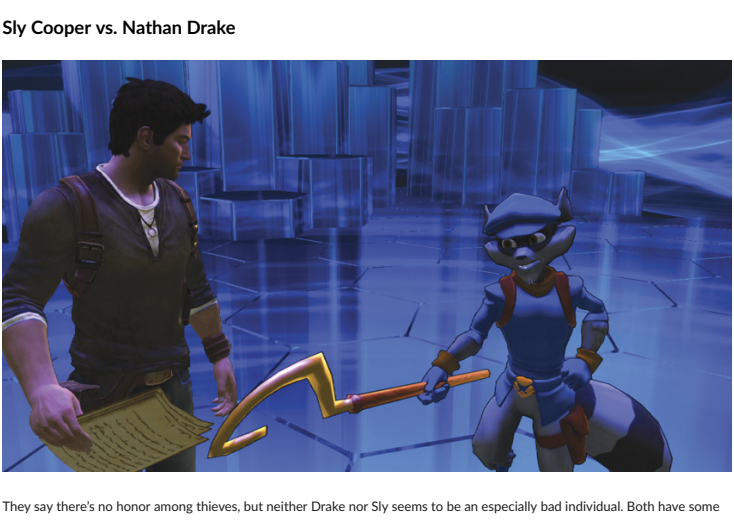
Though many of Radec's actions have a long wind-up, he is gifted with an extraordinary means of getting out of trouble. His ↓ △ teleport not only moves him away from Sir Daniel, but drops a handy troublemaking grenade in the process. Take note of this strategy, as it's central to Radec's ability to sow chaos. His □ lightning ball helps keep enemies from jumping in—which is perfect since Sir Dan is especially vulnerable to the → △ sniper shot when on the ground. This also has the benefit of knocking the bony knight away and keeping his attacks at bay. Sounds like the kind of thinking that made the Helghast militaristic might what it is today.

AS SIR DANIEL



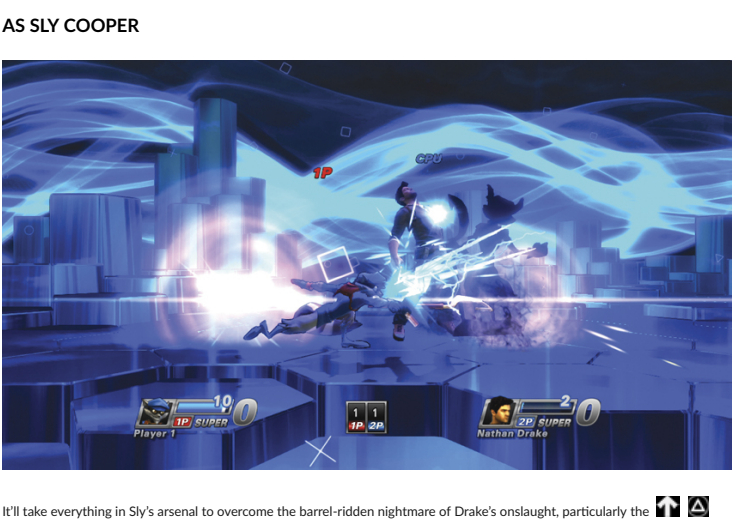
Sir daniel fortesque is an interesting man, and not just because he's, well, skeletal. By using his Golden Shield (○) summon, much of Radec's ranged attack moves can be mitigated if not outright negated with a little timing. Dan's supers are also rather quick, but they should be pulled off at close range or as radec is falling from a jump. His □ -based three-hit combo builds ap nicely and should get you into healthy Super territory quickly. A healthy guard is best here, as Radec's ability to create aerial deniability is nearly unmatched. Sir Daniel's Level 1 Super is also the most troublesome in the game because it has absolutely zero forward effect; instead, it fires out at a 45-degree angle and with pitiful range. Without any platforms in this arena, the Super must be activated when Radec is in the air and very, very near.

Sly Cooper vs. Nathan Drake



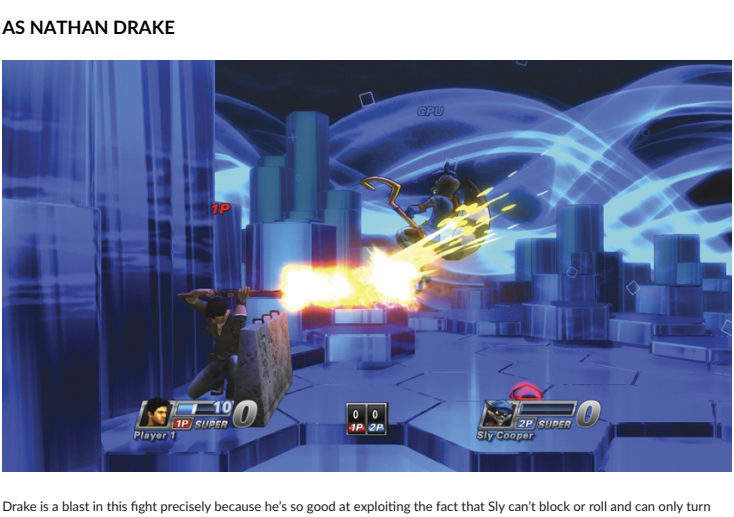
They say there's no honor among thieves, but neither Drake nor Sly seems to be an especially bad individual. Both have some sense of morality about their sticky fingers, but when it comes time to reclaim missing pages of the Thievious Raccoonus—or using them to find one heck of a treasure—there's no backing down for either thief. Looks like this one will have to be settled the old-fashioned way...

AS SLY COOPER



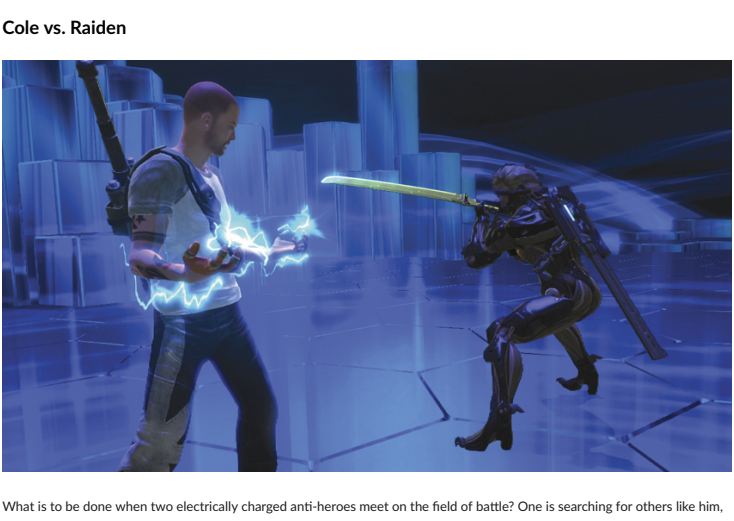
It'll take everything in Sly's arsenal to overcome the barrel-ridden nightmare of Drake's onslaught, particularly the ↑ △ teleport to avoid attacks since he can't block. Make heavy use of moves that create distance while still offering a chance for damage, like the electric slide (→ ○), hat mine (↓ △), and their aerial variants. Sly's normal ○ attacks offer a paltry amount of AP, but his ↑ ○ rising swipes act as a great two-hit strike that garners quite a bit of Super juice. Cutting loose with a Level 1 Super is preferable to saving up for more because Murray's dash can kill anything along the short distance he runs, and he appears behind Sly for a tiny bit of whiff insurance.

AS NATHAN DRAKE



Drake is a blast in this fight precisely because he's so good at exploiting the fact that Sly can't block or roll and can only turn invisible. Use this for everything it's worth, tossing out barrels (○) as often as possible and unloading with ranged shots (→ △ works well) to catch the thief as he's moving around the level. Drake's Level 1 isn't much use here, thanks to Sly's teleport abilities, so focus on building up enough ap for stone pillar. The smaller layout of the rivalry level makes the tall stone pillar difficult to avoid. If Sly is countering a majority of your attacks, put Drake's back to a corner and activate coverall (↓ ○). Spam Drake's AK-47 (△) to slowly build up ap while Sly futilely tries to counter, appearing in front of Drake instead and soaking up more rounds.

Cole vs. Raiden



What is to be done when two electrically charged anti-heroes meet on the field of battle? One is searching for others like him, while the other wants nothing more than to be free of those who would continue to monitor his every move. When an unstoppable cyborg force meets an immovable Ray Sphere-powered object, the result is a whole lot of bravado, speed, and lightning.

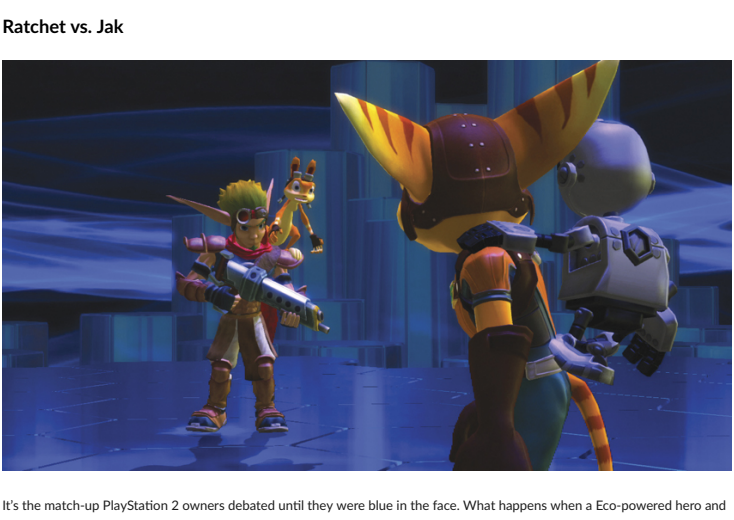
AS COLE

Cole is a great all-around character, allowing for punchy melee attacks (pun intended), quick movement toward and away from enemies, and lots of potential for harassment thanks to his → △ sticky grenades that remain active in the environment for a few seconds. Make the most of these to control Raiden's movement or box him in, then follow up with some simple □ combos to keep the pressure on. In a pinch, Cole's → ○ attack can freeze Raiden if it's not blocked, but on All-Star difficulty, there aren't many lucky breaks like that. Keep Raiden close so that the Level 1 Super connects, and this little squabble can end before moving on to the final challenge.

As Raiden

Jack's cybernetic body means tons of speed and a lethal amount of quick slashes and kicks buried under simple button presses of □ and △ , respectively. Here's the thing, though: he's far more than just a button-mashing machine, and getting to know some of his deeper combos in the tutorials will really help to dish out as much punishment as possible whenever cole is in range. Make liberal use of Draw Attack (↓ ○) to avoid cole's projectiles, and don't forget that raiden's parry ○ is active instantly, earns 20ap on hit, and opens up huge AP-generating combo opportunities. This is important because Cole in the hands of the game's high-level AI is a constantly moving, constantly attacking... well, he's not quite a machine like Raiden, but he's not far off, either.

Ratchet vs. Jak



It's the match-up PlayStation 2 owners debated until they were blue in the face. What happens when a Eco-powered hero and his Ottsel sidekick are pitted against some of the most imaginative weapons a Lombax and his robotic buddy have at their disposal? Now, finally, everyone can find out as one pair seeks out Gold Bolts and the other searches for more Eco...

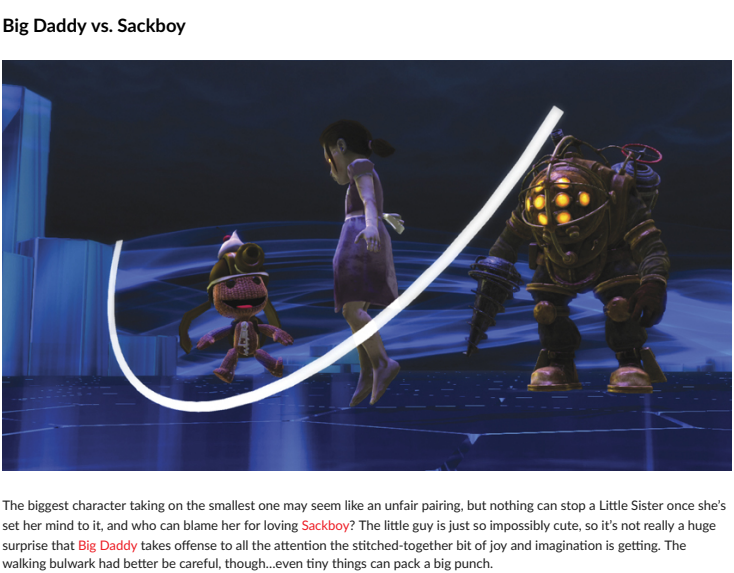
AS RATCHET

Although Ratchet is a fine brawler and packs a multitude of options for dispensing medium-range attacks with his various weapons, his best-kept secret is the use of the ↓ ○ Tesla Spikes. They have to be placed in fairly close proximity to link and provide a steady beam of protection and can be destroyed with a long-range shot, but their true goal is locking down an area for a few extra seconds rather than being a primarily damage-inducing attack. Make heavy use of Ratchet's wrench when at close range, too, as it has a great go-to combo attack, and the boomerang throw on → ✕ can be coupled with more long-range options. Oh, and it should go without saying that mr. Zurkon is to be deployed at all times. Just press ↑ ○ to listen to his amazing words of wisdom and soak up a few attacks in the process.

As Jak

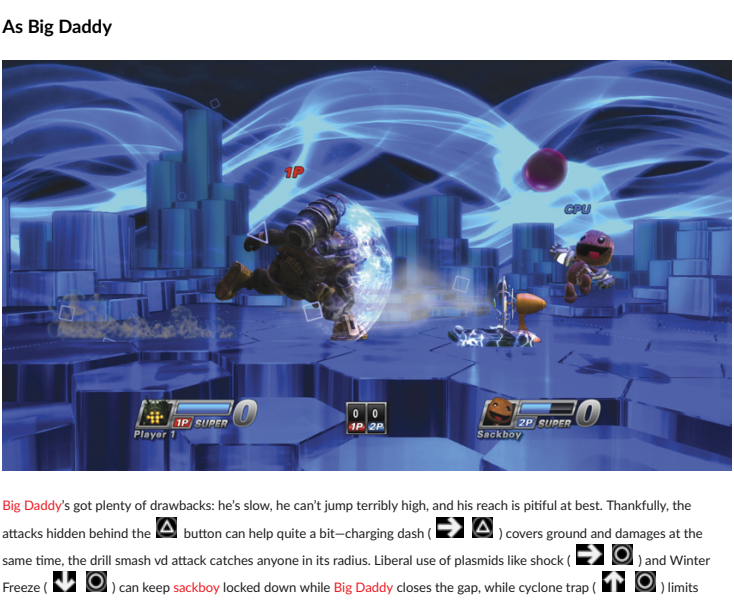
Jak is more agile than Ratchet, and his weapons are actually a more long-range threat. Put that to use by deploying the protection of a gyro buster (○). It serves as an additional object for Ratchet to concentrate on, and if he doesn't, it provides a means of getting a few free AP chunks as it hits him. Holding △ to release a steady stream of electricity can also help clear the air on the way down from a fall. When it finally comes time for a Super, make sure Jak's fairly close to Ratchet before kicking off a Level 1. The radius of attack and height make it a great option while Ratchet is in the air. To guarantee a kill opportunity at Level 1 or Level 2, try to catch Ratchet with a Mass Inversion shot ↑ ○ and activate a Super while these intergalactic heroes are forced to float towards the stars.

Big Daddy vs. Sackboy



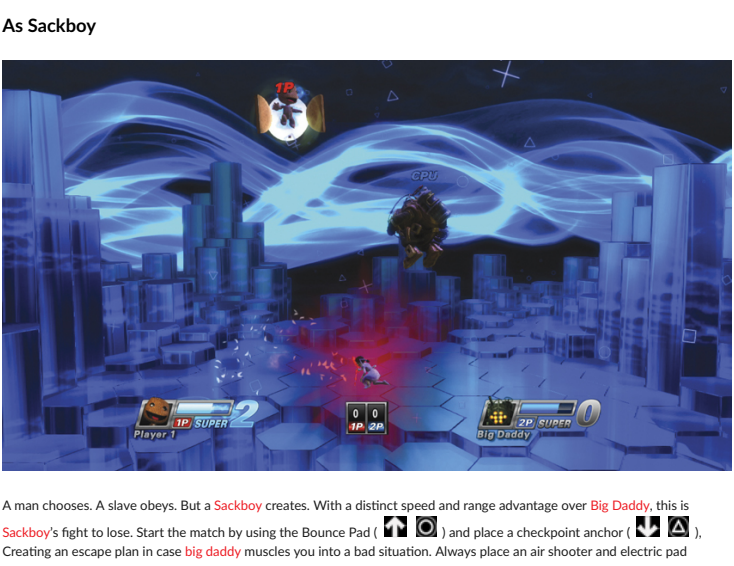
The biggest character taking on the smallest one may seem like an unfair pairing, but nothing can stop a Little Sister once she's set her mind to it, and who can blame her for loving Sackboy? The little guy is just so impossibly cute, so it's not really a huge surprise that Big Daddy takes offense to all the attention the stitched-together bit of joy and imagination is getting. The walking bulwark had better be careful, though...even tiny things can pack a big punch.

As Big Daddy



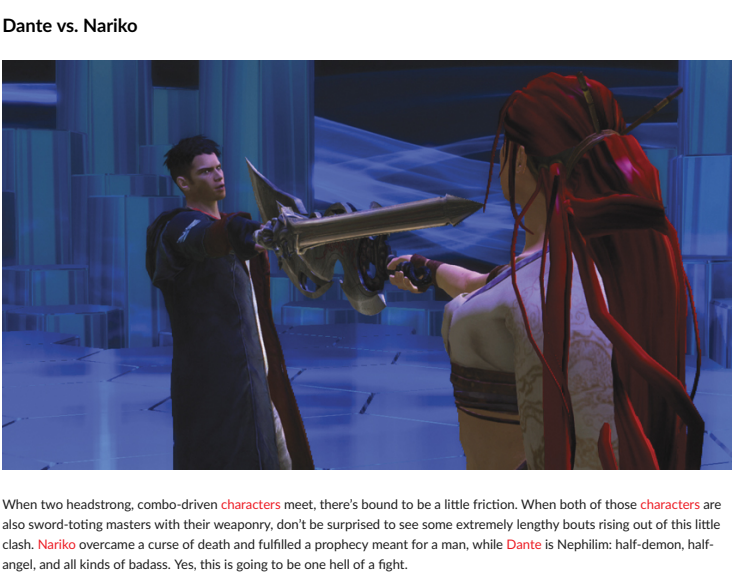
Big Daddy's got plenty of drawbacks: he's slow, he can't jump terribly high, and his reach is pitiful at best. Thankfully, the attacks hidden behind the △ button can help quite a bit—charging dash (→ △) covers ground and damages at the same time, the drill smash vd attack catches anyone in its radius. Liberal use of plasmids like shock (→ ○) and Winter Freeze (↓ ○) can keep sackboy locked down while Big Daddy closes the gap, while cyclone trap (↑ ○) limits Sackboy's aerial options. The problem is all those fans Sackboy just loves throwing out. Dashing against them helps (especially in the air), but the key is to just overwhelm the little guy with as many attacks as possible. Draw him in with blocks, and then go to town with that drill of yours.

As Sackboy



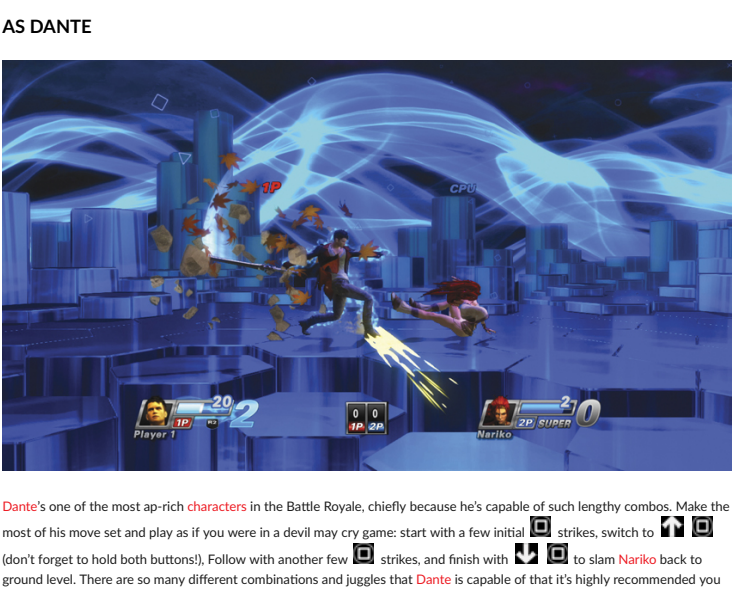
A man chooses. A slave obeys. But a Sackboy creates. With a distinct speed and range advantage over Big Daddy, this is Sackboy's fight to lose. Start the match by using the Bounce Pad (↑ ○) and place a checkpoint anchor (↓ △). Creating an escape plan in case big daddy muscles you into a bad situation. Always place an air shooter and electric pad between sackboy and big daddy, hindering his approach while you fire Cakinator rounds and jam session balls to your hearts content. Should big daddy get too close for comfort, deploy the bounce pad shield (hold ↓ □) to reflect his plasmid attacks or even the big man himself... as long as he doesn't use one of his many super armor-imbued melee attacks. Keep an electric pad (↓ ○) deployed at all times and, once big daddy falls for the trap, send him back to rapture with a Level 1 Super.

Dante vs. Nariko



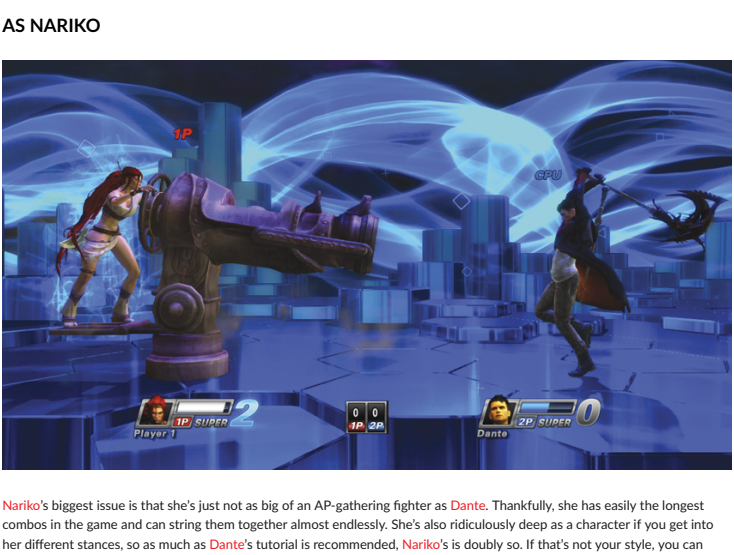
When two headstrong, combo-driven characters meet, there's bound to be a little friction. When both of those characters are also sword-toting masters with their weaponry, don't be surprised to see some extremely lengthy bouts rising out of this little clash. Nariko overcame a curse of death and fulfilled a prophecy meant for a man, while Dante is Nephilim: half-demon, half-angel, and all kinds of badass. Yes, this is going to be one hell of a fight.

AS DANTE



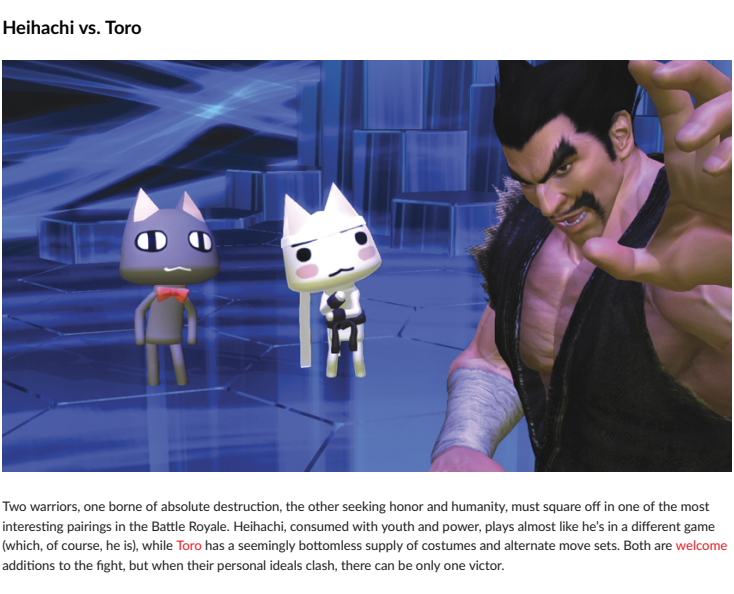
Dante's one of the most ap-rich characters in the Battle Royale, chiefly because he's capable of such lengthy combos. Make the most of his move set and play as if you were in a devil may cry game: start with a few initial □ strikes, switch to ↑ □ ground level. Follow with another few □ strikes, and finish with ↓ □ to slam Nariko back to ground level. There are so many different combinations and juggles that Dante is capable of that it's highly recommended you check out his Combo Tutorial.

AS NARIKO



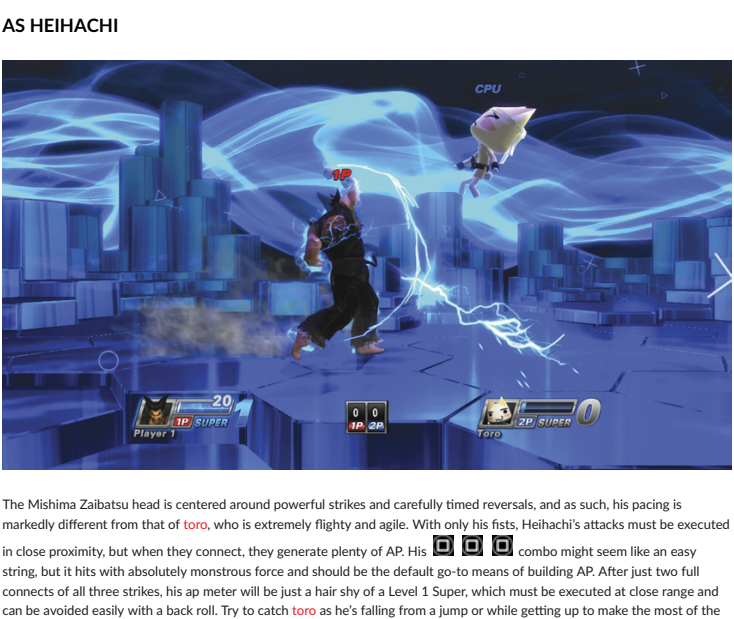
Nariko's biggest issue is that she's just not as big of an AP-gathering fighter as Dante. Thankfully, she has easily the longest combos in the game and can string them together almost endlessly. She's also ridiculously deep as a character if you get into her different stances, so as much as Dante's tutorial is recommended, Nariko's is doubly so. If that's not your style, you can usually make her work by locking Dante into a long string of attacks (mix up neutral, → , ↓ , and ↑ directions with □ attacks to extend the combos). Again, though, be aware that her fight will likely be longer than Dante's, as she can't quite rack up the ap like he can. If going for Level 1 Supers, try to launch them after giving Dante a good beat-down; while Kai is helpful, her attack can whiff pretty easily with just a jump.

Heihachi vs. Toro



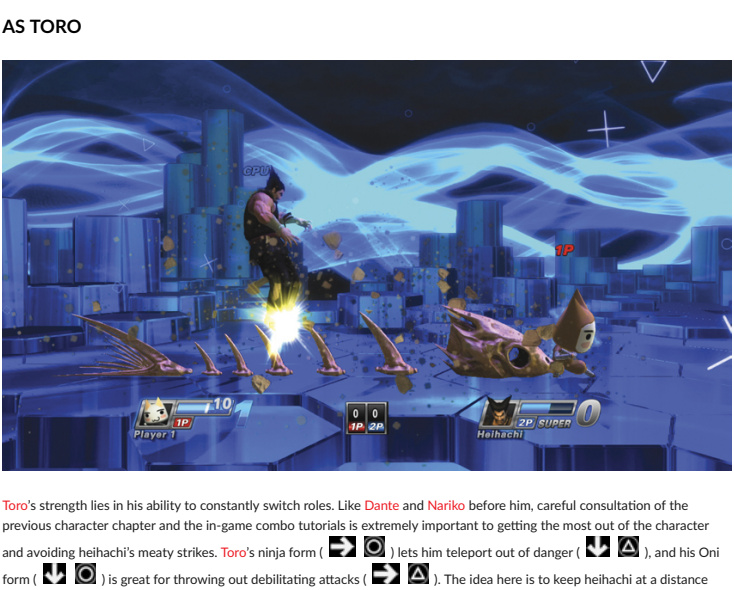
Two warriors, one borne of absolute destruction, the other seeking honor and humanity, must square off in one of the most interesting pairings in the Battle Royale. Heihachi, consumed with youth and power, plays almost like he's in a different game (which, of course, he is), while Toro has a seemingly bottomless supply of costumes and alternate move sets. Both are welcome additions to the fight, but when their personal ideals clash, there can be only one victor.

AS HEIHACHI



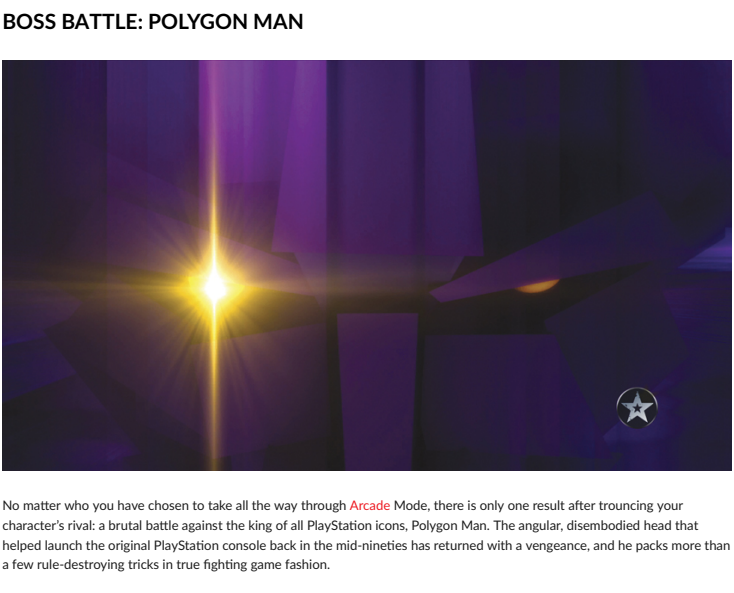
The Mishima Zaibatsu head is centered around powerful strikes and carefully timed reversals, and as such, his pacing is markedly different from that of toro, who is extremely flighty and agile. With only his fists, Heihachi's attacks must be executed in close proximity, but when they connect, they generate plenty of AP. His □ □ □ combo might seem like an easy string, but it hits with absolutely monstrous force and should be the default go-to means of building AP. After just two full connects of all three strikes, his ap meter will be just a hair shy of a Level 1 Super, which must be executed at close range and can be avoided easily with a back roll. Try to catch toro as he's falling from a jump or while getting up to make the most of the attack.

AS TORO

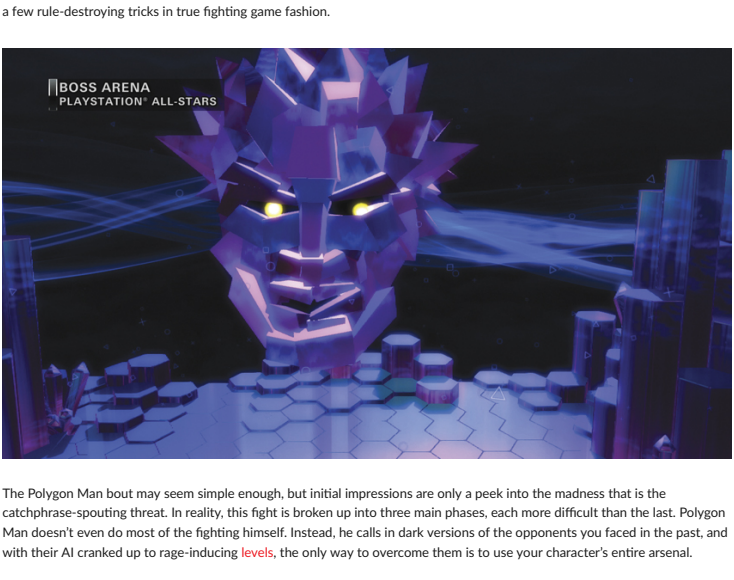


Toro's strength lies in his ability to constantly switch roles. Like Dante and Nariko before him, careful consultation of the previous character chapter and the in-game combo tutorials is extremely important to getting the most out of the character and avoiding heihachi's meaty strikes. Toro's ninja form (→ ○) lets him teleport out of danger (↓ △), and his Oni form (↓ ○) is great for throwing out debilitating attacks (→ △). The idea here is to keep heihachi at a distance with ranged attacks (→ △) and light combos while building up to Super Level 2. When activated, the super is arguably the most powerful of the Level 2s because it hits like an insta-kill. Be patient, work toward supers, and show the seemingly youthful tyrant what it is to be truly human.

BOSS BATTLE: POLYGON MAN



No matter who you have chosen to take all the way through Arcade Mode, there is only one result after trouncing your character's rival: a brutal battle against the king of all PlayStation icons, Polygon Man. The angular, disembodied head that helped launch the original PlayStation console back in the mid-nineties has returned with a vengeance, and he packs more than a few rule-destroying tricks in true fighting game fashion.



The Polygon Man bout may seem simple enough, but initial impressions are only a peek into the madness that is the catchphrase-spouting threat. In reality, this fight is broken up into three main phases, each more difficult than the last. Polygon Man doesn't even do most of the fighting himself. Instead, he calls in dark versions of the opponents you faced in the past, and with their AI cranked up to rage-inducing levels, the only way to overcome them is to use your character's entire arsenal.

Your opponents will be singularly focused on your character and will ignore each other.

Their Supers do not affect each other, though the passive effects of negating the ability to use Counter Supers while a Level 3 Super is in effect.

They are completely unaffected by level Hazards, but your character is. It might seem like a minor difference, but the fact that they are unharmed and indeed unfazed by the environmental attacks means they're going to be forever on the offensive—even when you're trying to get away from Polygon Man's attacks.

Polygon Man's henchmen do not have the typical invincibility grace period that occurs immediately after spawning, allowing you to take advantage of stored Super Levels.

Walkthrough

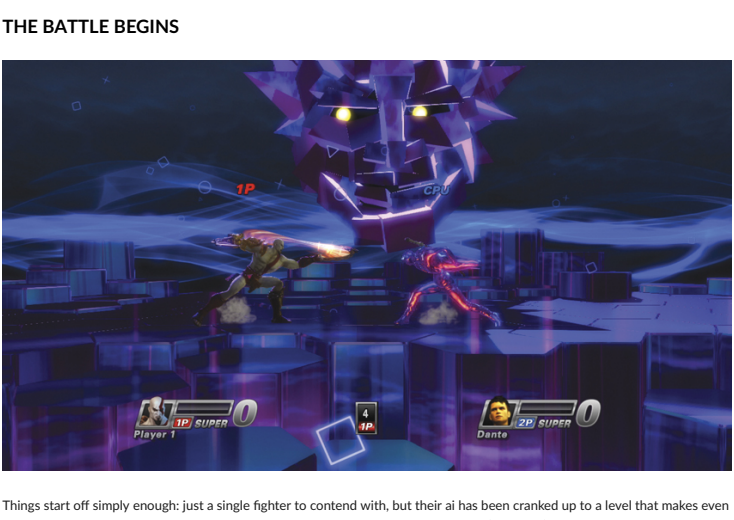
Though the phases of the final battle are similar, the character you're using shapes the opponents they'll face—but it's important to note that there is indeed some randomization to the selections. What isn't random is Polygon Man's role in the fight: throughout the phases, he'll spend time spouting now-infamous catchphrases and transforming himself into various Hazard-spewing background enemies from all of the stages previously, then return to normal, all while you're stuck dealing with foreground threats. Though the fights can be a little daunting on easier difficulties, All-Star difficulty is absolutely brutal, so that's what the following tips are geared toward, though they'll absolutely work for the lesser challenge levels.

Tip

OVERCOMING THE ODDS

There's no need to beat around the bush here: this is going to be the hardest of all your Arcade Mode battles, mostly because a 3-on-1 fight (which the Polygon Man duel eventually becomes) requires management of multiple opposing play styles. If you find the combination chosen is too much to overcome, consider retrying the battle from the Game Over screen. Simply pausing and selecting Retry starts the fight over with the same characters, while subjecting yourself to the cackling of Polygon Man means a reshuffling of the fighters, and that can make all the difference—particularly on All-Star difficulty.

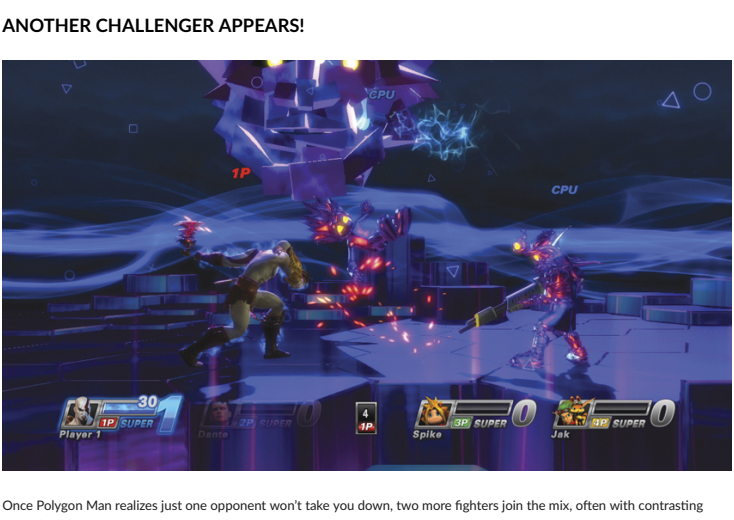
THE BATTLE BEGINS



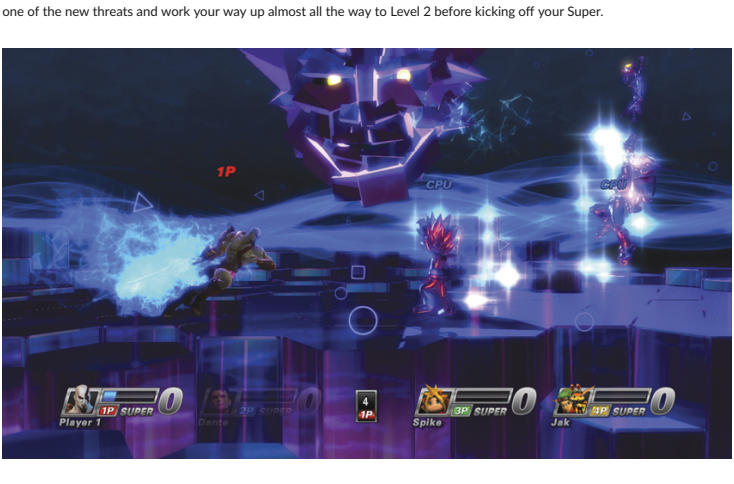
Things start off simply enough: just a single fighter to contend with, but their ai has been cranked up to a level that makes even one solitary brawler a force to be reckoned with. The key is to make the most of this (relatively) easy challenge; try to rack up a full Level 1 super and get almost all the way to Level 2. Let loose with your Level 1 and hope it connects, then get ready for the next phase of the fight.

Whenever all of the AI fighters are taken out with a Super, Polygon Man slams down in an attempt to crush your character. Simply have your character perform an evasive action as he starts to plummet, then unload on him freely to chip away at his resolve—literally: after beating on him for a bit, his left cheek shatters, and wisps of power start to leak out. After dishing out enough punishment, your character is forced into an eject tornado state when Polygon Man retreats to the safety of the background. Grab any AP Orbs lost from his retreat, and prepare for the process to begin anew.

ANOTHER CHALLENGER APPEARS!



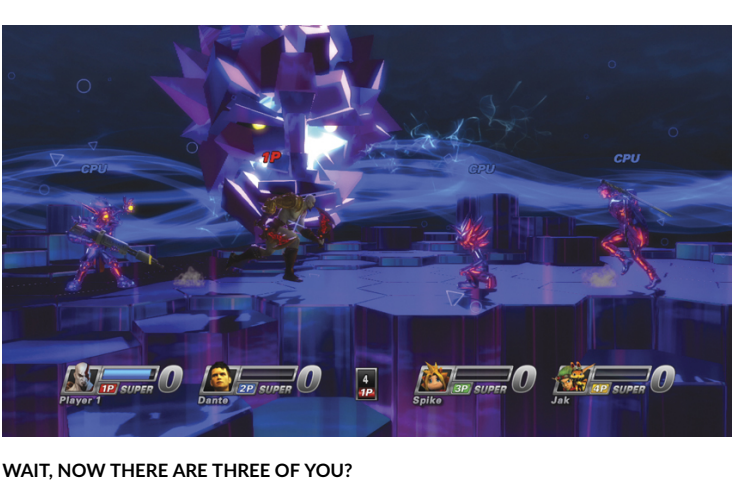
Once Polygon Man realizes just one opponent won't take you down, two more fighters join the mix, often with contrasting styles (in other words, a short-range fighter is paired with someone more long-range or that can litter the stage with traps). With just a few attacks, you should easily get to Level 1 because of the pre-planning you did on that first opponent. Dispatch one of the new threats and work your way up almost all the way to Level 2 before kicking off your Super.



Tip

POLY... GONE TIP

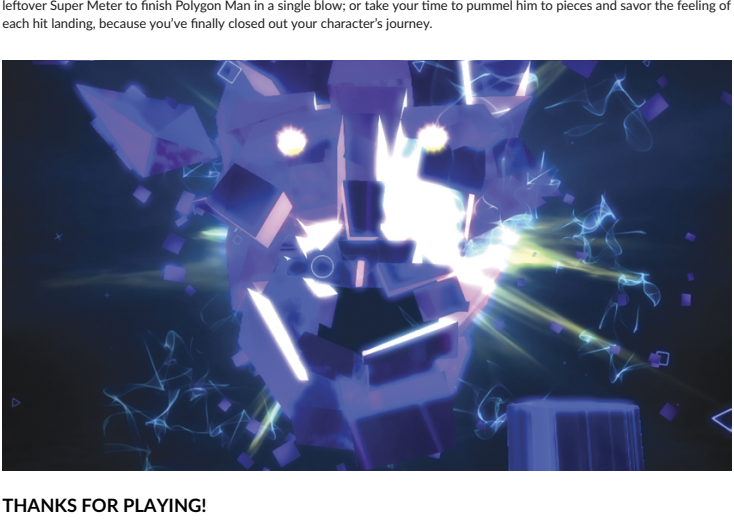
If you already have a Level 1 stashed at the start of this phase, trigger it immediately as the henchmen spawn. Since these adversaries do not benefit from the brief respawn invincibility window of a traditional match, it's only a matter of timing to kill one or both foes in a single attack. When Polygon Man attempts to flatten your character again, you know what to do.



WAIT, NOW THERE ARE THREE OF YOU?

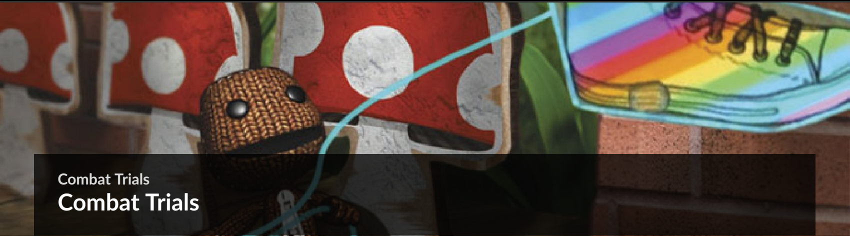
Here's where things get insane. With three combatants, all of them deviously complementary in their difference, the final phase of the fight will test the limits of your four available lives. Immediately go on the offensive and try to take down at least one attacker with an early Super. It won't be easy; level 1s are easily interruptible, but you don't have the luxury of being able to save up for a big finish—at least not while there are multiple enemies to contend with. There's no time limit here, but the kill count is a far more worrying restriction. Stock your ap as safely as possible, attacking with hits that can eject opponents away for breathing room as needed, and if your character happens to have traps, make sure there's always one placed in the stage. It takes equal parts patience and quick reactions, but keep at it. The sooner you can remove an enemy fighter from the equation, the sooner the fight's tension relaxes, so work quickly and surgically.

Your reward is being able to unload on the pointy-faced antagonist when he crashes down one last time. Make use of any leftover Super Meter to finish Polygon Man in a single blow; or take your time to pummel him to pieces and savor the feeling of each hit landing, because you've finally closed out your character's journey.



THANKS FOR PLAYING!

After defeating Polygon Man, each character absorbs the massive ap orb powering Polygon Man and returns to their home world. What they do with that power is up to you to discover by completing each All-Star's story. You're also guaranteed a few rewards for your troubles: completing Arcade Mode with any character completes the arcade goals for that character and difficulty for massive Ranking Points, along with any unlocks earned by reaching higher ranks. A single run-through with any character on hero should at least net you enough RP to unlock their second costume, if not more. Check out the customize menu for your character to see all the goodies you've earned!



Combat Trials

INTRODUCTION

Simply put, Trials are the fastest way to hone individual skills for both specific characters and overall tactics, and you should absolutely undertake them as soon as possible. The faster you can soak up the lessons being doled out here, the more deadly you'll be on the battlefield. That doesn't mean it'll be easy, however: the All-Star Trials are aptly named, and these may require many, many retries before finally being overcome. Thankfully, the very strategies in the pages to come were designed to help you best them, but don't be daunted if it feels like you're hitting a brick wall. Many times, moving to another challenge or character can help freshen things up before heading back to a particularly difficult Trial.

GENERAL TRIALS

While there are literally hundreds of character-specific Trials waiting, it's a good idea to get to grips with the absolute basics first, and that's where the General Trials come in handy. With just 10 objectives, the key components of what makes PlayStation All-Stars Battle Royale tick are laid bare.

#1 — AP TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	Ratchet	Evil Cole	Dojo	5:30	2
Legend	Fat Princess	Sweet Tooth	Paris	4:30	2
All-Star	Drake	PaRappa	Metropolis	3:30	3

Objective: Build up your AP meter with attacks using □ △ ○, and score with lethal Super attacks to pass the Trial.

PaRappa, in the hands of competent players, can be incredibly hard to contain, but in the hands of ruthless AI, he's practically supersonic. Add in one of the more difficult Level 1 Super attacks, and Drake almost doesn't stand a chance. The key is containment. Drake's ↓ □ slide is great for knocking the little rapper down, but staying on top of him as he gets up is even more important. Work AP-heavy combos as much as possible to build your meter, then carefully time Drake's Super; he lobs an explosive tank that requires both patience and proper timing to catch the speedy little dog in the blast radius.

#2 — SUPER LEVELS TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	Kratos	Big Daddy	Dojo	4:00	3
Legend	PaRappa	Sweet Tooth	San Francisco	1:30	3
All-Star	Sweet Tooth	Evil Cole	Hades	1:00	3

Objective: Each character has three Super attacks that you can reach by building up more of the AP meter. Get one kill with each Super level.

Count your blessings here: Evil Cole isn't especially quick, and your Super attack meter builds constantly. Try to lure Cole under the platforms for the Level 1 Super, launch the Level 2 missile at mid-range and immediately angle it down toward the ground to get a splash damage kill, and simply unload with the □ chaingun attack during the Level 3 Super.

#3 — BLOCKING TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	Kratos	Evil Cole	Dojo	6:00	2
Legend	Jak	Ratchet	San Francisco	5:00	2
All-Star	Evil Cole	PaRappa	Sandover Village	2:30	3

Objective: Block your opponent's attacks using L1 . Quickly hit them back to gain AP for kills.

The Legendest opponent here is actually the rather meager time limit compared to the other difficulties. Thankfully, the rewards for blocking and counter-attacking are just as plentiful. Wait for PaRappa's rapid-hit punch to try to connect, then counter quickly to build up a Level 1 Super. Lucking into grabbing the rapper can be tough, so instead simply repeat the block/counter process (the bread and butter □ □ □ combo works great) until you're at Level 2 and coax the beanie-headed pooch toward the edge of one of the ledges before unleashing. If he ends up hanging out at the bottom of the water wheel, move to the right side of the stage to pull him back up.

#4 — DODGING TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	Kratos	Jak	Dojo	6:00	2
Legend	Kratos	Big Daddy	Hades	5:00	2
All-Star	Kratos	Sweet Tooth	Dreamscape	3:00	3

Objective: Evade your opponent's attacks with L1 ← / → . Quickly hit them back to gain AP for kills.

This is one of the easiest Trials of the bunch, so savor it while it lasts. You don't actually need to roll out of the way of an attack, just away from Sweet Tooth to trigger the AP bonus. Roll away as he nears, then unload with a quick combo to build up a Super. It's possible to wait for Kratos's Level 3 Super and knock all out three kills in one go, but time shouldn't be much of a factor either way.

#5 — THROWS TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	Kratos	Radec	Dojo	5:30	2
Legend	Fat Princess	Jak	Paris	4:30	2
All-Star	Big Daddy	PaRappa	Invasion	2:30	3

Big Daddy has the slowest movement speed of the entire roster, and being forced to get within throw range of one of the fastest characters on one of the biggest stages is no easy task. Use Charging Rush ⇨ △ to close the distance, taking advantage of its super armor to avoid PaRappa's attacks. Once in range, use Big Daddy's Slam throw (right stick ⇩) and catch PaRappa with a □ , ⇧ △ combo during the bounce reaction for almost two full bars of Super. Repeat until you can trigger Big Daddy's Level 3 Super, stopping the clock and letting you take care of all three kills in one go.

#6 — ITEMS TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Kills Required
Hero	PaRappa	Sly Cooper, Sweet Tooth	Hades	4:30	3
Legend	Sly Cooper	Drake, Toro	Columbia	3:30	4
All-Star	Sly Cooper	Ratchet, Fat Princess, Jak	Stowaways	3:00	7

Objective: Pick up items to gain AP for Supers.

Getting seven kills in three minutes is actually quite easy Stowaways. Item spawn rates are cranked to the max, and just grabbing an item awards nearly a full Super Meter. During the first phase of the Level, use Oni Toro's ⇩ △ attack to keep the area clear, and rely on Torobi the Kat's movement abilities when the Level opens up during the second phase. Two quick Level 3 Supers and one Level 2 later and you're golden!

#7 — MOVING & JUMPING TRIAL

Difficulty	Player Character	Opponent	Level	Time Limit	Cakes Required
Hero	Fat Princess	Spike, Drake	Sandover Village	3:00	21 Pieces
Legend	Fat Princess	Kratos, Toro	Dreamscape	1:30	21 Pieces
All-Star	Fat Princess	Toro, Heihachi	Alden's Tower	2:30	50 Pieces

Objective: Collect all the pieces of cake before time runs out.

Don't bother with attacking; lead your foes while dropping bombs (⇩ ○), then use Fat Princess' mid-air ⇨ △ dash to cross large gaps. Air recover if she's hit (and she'll definitely get hit; Toro and Heihachi are relentless), and concentrate on grabbing the lowest pieces of cake first when the screen starts to scroll upward. It's crucial to grab as many cakes as possible on the second stationary area, as well as on the way up. If you reach the top of the tower with 44 or less cakes, retry and start over.

## .#8 — LEVEL HAZARDS TRIAL

Difficulty	Player Character	Opponents	Level	Time Limit	Kills Required
Hero	Evil Cole	Drake, Sly Cooper	Metropolis	4:30	3
Legend	Toro	Ratchet, Sweet Tooth, Evil Cole	Hades	4:30	4
All-Star	Big Daddy	Cole, Toro, Ratchet	Alden's Tower	4:30	4

Objective: Attack to gain AP for Supers. Getting hit by level Hazards resets your AP!

So, this is what it's come to, eh? Pitting one slow, lumbering Big Daddy against three far more agile opponents where the objective is to avoid Hazards? Guess it's not called All-Star for nothing. The key here is making the most of Big Daddy's area effect attacks. Since the lumbering oaf has no real dial-a-combos, make heavy use of his △ -based attacks, in particular → △ to dash across the level and ↓ △ to ground pound, catching any enemies nearby in a locked AP-rich juggle. Dash everywhere and let loose with a Level 3 Super attack to freeze your adversaries in their tracks, then → △ through them for an easy win.

#9 — COUNTER SUPER TRIAL

Difficulty	Player Character	Opponent(s)	Level	Time Limit	Kills Required
Hero	PaRappa	Fat Princess	Time Station	4:00	3
Legend	Jak	PaRappa	San Francisco	3:00	4
All-Star	Sly Cooper	Fat Princess, PaRappa	Black Rock Stadium	2:00	4

Objective: Use your Super to counter your opponent's Super. Kills only count if your adversary is using a Super!

The biggest obstacle here is the limited amount of time meted to notch four kills against opponents who have already started their Super. Worse, both PaRappa's Level 2 and Fat Princess' Level 2 Supers stay active and mobile for quite a while, while you get…a big pink hippo. Thankfully, your AP meter stays constantly charged, so Supers aren't nearly as limited as the time. Concentrate on luring your opponents down to the middle-left and middle-right of the stage to incite them to start their Supers, then quickly launch yours. Avoid the smallish platforms, as they usually mean the AI will just pound on you and waste time, and rarely is there enough reaction time to send out The Murray to counter with justice and fury and goggles and a cape.

#10 — TAUNTS TRIAL

Difficulty	Player Character	Opponents	Level	Time Limit	Taunts Required
Hero	PaRappa	Evil Cole, Big Daddy	Sandover Village	6:00	3
Legend	Fat Princess	Sly Cooper, Cole	San Francisco	5:00	3
All-Star	Radec	PaRappa, Spike, Sweet Tooth	Dojo	5:00	3

Objective: Complete a Taunt L2 to score. Hit the score limit to pass the Trial.

Welcome to easily the most difficult of the General Trials. An absolutely infuriating combination of the tiniest level, it features three extremely quick enemies all gunning for you while ignoring each other and agonizingly long wind-ups for your attacks all mixed into a kind of rage stew. The key is to take a hint from the AI: only attempt to taunt when the screen is clear (or as clear as possible) of opponents after using Radec's Level 2 Super. Actually getting enough AP to do so, however, will be an exercise in pain; PaRappa can pull you into the crowd, Spike constantly electrocutes, and Sweet Tooth plants mines all over the friggin' place. The key is to use ○ to catch one of your three adversaries with a sticky bomb, and catching the others in the explosion. Try backing against a wall and firing ○ and → ○ into the wall behind you, and unloading a never-ending stream of ↓ △ grenades. If you need to switch sides, leap into the air, face away from the direction you wish to travel, and endlessly spam air ↓ □ to teleport across the stage while dropping grenades. When the Level 2 is ready, unleash it when all opponents are on the ground, and spam the Taunt button to ensure Radec completes the animation in time. It's going to take a few attempts, but just hang in there and victory is yours!

CHARACTER TRIAL

One of the most impressive parts of how PlayStation All-Stars Battle Royale cobbles together so many different fighters from a multitude of genres is just how diverse those fighting styles are. Not only are the moves themselves different, but individual timing, range, damage, combos, and status effects are all unique to each fighter. Drilling deep into each character's move set isn't just smart: it's essential to becoming a great all-around player — to say nothing of specializing with a favorite brawler.

Each character has between twenty-one to twenty-five Combat Trials to complete, with at least one of those Trials being unique to that character. The rest are drawn from a pool of twenty-two common Trials shared amongst the cast. Combat Trials can be attempted at any of the three difficulty levels, awarding you Ranking Points and stars that unlock more Trials for that character: Hero earns you one star, Legend nets you two stars, and All-Star difficulty banks three stars. Trials can be tackled in any order once they are unlocked, but you need to earn at least fifty stars to unlock them all!

The data tables below serve as a quick reference regarding the common Trials, followed by details and strategies for each Trial on All-Star difficulty.

Note

NECESSARILY VARIED

In the interest of keeping things as concise and focused as possible, this guide combines the Trials shared between characters as much as possible. In most cases, the enemy combatants and levels are shared between all characters. However, a handful of Trials vary to a degree that more detailed breakdown and character-specific tips are necessary.

In the more general Trial descriptions, if your character happens to be one of the pre-selected opponents, a different AI combatant is chosen. Modify the suggested strategy to suit your needs, and remember that general level and mode strategies always apply.

TRIALS PER CHARACTER

Character	Total Trials	Unique Trials
Big Daddy	22	Plasmid
Cole	23	Grind, Absorb
Dante	23	Counter-Attack, Air Streak
Evil Cole	23	Grind, Charge Up
Fat Princess	21	Villager
Heihachi	22	Counter-Attack, Charge AP
Jak	24	Mass Inverter, Air Streak
Kratos	23	Counter-Attack

Nariko	23	Sword Grab, Counter-Attack
Nathan Drake	25	Barrel, Stun Dart, Wall
PaRappa	23	Mic Grab, Boxy Box, Reflect
Radec	22	Distance
Raiden	22	Counter-Attack, Air Streak
Ratchet	23	Mr. Zurkon, Tesla Spike
Sackboy	23	Reflect, Fan, Teleport
Sir Daniel	21	Shield
Sly Cooper	24	Teleport, Counter-Attack, Invisibility
Spike	22	Ape, Teleport
Sweet Tooth	23	Roadkill Mine
Toro	21	Sleeping

COMMON TRIALS OVERVIEW

Trial	Objective	Exempt Characters
Super Level 1	Use your unlimited Level 1 Super attacks to get kills.	–
Multi-Kills	Use your unlimited Level 2 Super to kill multiple enemies at once. Single kills don’t count!	–
Super Level 3	Use only Super Level 3’s to get kills. Move fast!	Fat Princess, Heihachi, PaRappa, Spike, Toro
Move List	Hit opponents with the prompted move.	–
□ Attacks	Build up AP for Supers using only your □ attacks and throws.	–
△ Attacks	Build up AP for Supers using only your △ attacks and throws.	–
○ Attacks	Build up AP for Supers using only your ○ attacks and throws.	–
Streaker	Get multiple hits in a row to gain an AP multiplier. Getting hit resets your multiplier.	–
Team	Finish the match on the highest scoring team.	–
Combo	Land a quick series of hits on your opponent to earn AP for Supers.	–
Stock	Players have limited respawns. Eliminate your opponents before you get eliminated!	–
Multi-Hit	Strike multiple opponents at once and follow up with hits to gain AP for Supers	–
Avoid Super 1	Your opponent has infinite Level 1 Supers! Kill them to pass the Trial.	–
Survive Super 2	Your opponent has infinite Level 2 Supers! Survive to pass the Trial.	Raiden, Sackboy, Sir Daniel
Level 2 Master	To score, kill three opponents in quick succession with your Super Level 2.	–
Perfection	Dying will cause you to fail the Trial. Win the match by getting the highest score!	–

Arena	Fight your clone and finish with the highest score. Look out, this one is tough!	—
3 vs 1	It's you versus three opponents on one team. Win the match by getting the highest score.	—
Untouchable	Getting hit resets your AP! Get kills to pass the trial.	—

SUPER LEVEL 1 TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Varies per Character	Varies per Character	2:30	5
Legend	Varies per Character	Varies per Character	2:00	10

ALL-STAR DETAILS — TIME LIMIT: 1:30 — KILLS REQUIRED: 10

Character	Opponents	Level	Pro Tip
Big Daddy	Jak, Sly Cooper	Invasion	Big Daddy can have more than one Little Sister in play at a time, so rapidly press R2 to create a never-ending stream. Use → △ to close distance gaps.
Cole	Kratos, Toro	Sandover Village	Don't waste time trying to hit one opponent with the other. Use → ○ to hold a foe in place and tap R2 to kill quickly. Repeat until victorious.
Dante	Drake, PaRappa	Dojo	Activate Overdrive from a distance and catch both foes with the fireball created by the final sword swing.
Evil Cole	Spike, Cole	Invasion	Bait enemies to the top of the shipping crate in the lower-left of the level and try to nail one enemy with the other in these tight quarters.
Fat Princess	Cole, Ratchet	Alden's Tower	Try to knock opponents off the right side of the level with ↓ △ or (mash) △ , then score free kills when they respawn in a stun state.
Heihachi	Drake, PaRappa	Dojo	Use the invincible Wavedash (→ ○) to approach foes and counter (○) attacks, followed by a Super Attack while they're stuck in a butt-drop stagger.
Jak	Sweet Tooth, Fat Princess	Dojo	Get in the air and use → □ to approach from above, triggering Jak's Super right when he lands.
Kratos	Cole, Drake	Alden's Tower	Use → △ or → □ to safely close gaps and attempt to knock foes off the right side of the level. Kill on respawn, or use ↓
Nariko	Drake, PaRappa	Dojo	Push foes away with → △ , then activate Nariko's Level 1 Super while they're at a distance.
Nathan Drake	Toro, PaRappa	Black Rock Stadium	→ □ knocks foes away just far enough to score a kill with the propane tank. Deploy Oil Drums (○) to keep foes at a distance.
PaRappa	Toro, Cole	Black Rock Stadium	PaRappa's Level 1 passes over Toro, so bait foes to either of the two ramps in the center and attack them both from below.

Radec	Cole, Drake	Black Rock Stadium	Make camp on either of the tall platforms against the walls and take advantage of the homing abilities of Radec's Level 1 Super.
Raiden	Drake, PaRappa	Dojo	Activate Raiden's Level 1 at least one full character length away from your target, and hold → or ← to move towards them during its active period.
Ratchet	Drake, Sly	Dreamscape	Force opponents to either side of the level and catch them both with a fast Super activation.
Sackboy	Drake, PaRappa	Dojo	Sackboy's Level 1 passes over PaRappa at anything but point blank range when grounded. Always keep an Electric Pad deployed to raise him to kill height.
Sir Daniel	Drake, PaRappa	Dojo	Keep Golden Shield out to auto-block Drake's shots. Sir Dan's Level 1 activates ultra-fast, so catch opponents jumping in with a quick press of R2 .
Sly Cooper	Kratos, Toro	Alden's Tower	Knock opponents off the right side of the level with → △ for free respawn kills, or counter (○) attacks and press R2 immediately after the teleport.
Spike	Kratos, Sly Cooper	Sandover Village	Keep foes locked down with ↓ △ for a guaranteed kill. The radius of ↓ △ also serves as a great deterrent to an invisible Sly.
Sweet Tooth	Kratos, Spike	Franzea	Stick to the flower platform in the center of the level, and activate Sweet Tooth's Level 1 from either side of the platform once enemies arrive.
Toro	PaRappa, Drake	Dojo	Activate Toro's Level 1 at sweep range to allow enough time for the startup to complete, or bait foes with Toro Nap canceled into the Super.

MULTI-KILLS TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Varies per Character	Varies per Character	2:00	10
Legend	Varies per Character	Varies per Character	1:30	12

ALL-STAR DETAILS — TIME LIMIT: 1:00 — KILLS REQUIRED: 15

Character	Opponents	Level	Pro Tip
Big Daddy	Kratos, Radec, Drake	Black Rock Stadium	Stay on the upper platforms and use ground and air → △ to rush down foes.
Cole	Spike, Evil Cole, Sweet Tooth	Franzea	Activate Cole's Level 2 from the center flower platform towards the side with the most foes. The ice cross the gap, continuing until it hits a wall.
Dante	Evil Cole, Kratos, Sly Cooper	Metropolis	Bait enemies onto the conveyor belts, then activate Stinger once they're all grounded for easy multi-kills.
Evil Cole	Spike, Evil Cole, Sweet Tooth	Franzea	Stand on the belly of the floating creature. The radius of this Super catches foes standing on the flowers above.
Fat Princess	Radec, Spike, Evil Cole	Time Station	Foes like to stay on the uppermost platforms. Be sure to hold ✕ to maximize the chicken's jump and reach them.
Heihachi	Evil Cole, Kratos, Sly Cooper	Metropolis	Kuma's really good at tracking down foes. Keep enemies occupied with attacks to prevent evade actions, and activate again as soon as Kuma does his happy dance.

Jak	PaRappa, Cole, Evil Cole	Black Rock Stadium	The attack stays active longer if Jak leaps off a platform. Stay in the upper areas, and use ⇦ / ⇨ to change direction if needed.
Kratos	Spike, Radec, Toro	Invasion	Bait enemies to the upper-left platform, drop down (⬇ ✕), and activate the Super.
Nariko	Evil Cole, Kratos, Sly Cooper	Metropolis	Activate the cannon at the edge of either side platform. You can strike foes almost anywhere on the level from here.
Nathan Drake	Ratchet, Fat Princess, Sly Cooper	Columbia	Try to keep foes on the left side of the level to minimize their escape options, and activate the Super from ground level. Activate from the center mound for better area coverage.
PaRappa	Evil Cole, Drake, Radec	Time Station	It's hard for PaRappa to reach the highest platforms while on his skateboard. If enemies are camping there, jump up before triggering the Super.
Radec	Toro, PaRappa, Cole	Hades	Remain on the central ground-level platform, and activate from the edges to maximize coverage.
Raiden	Evil Cole, Kratos, Sly Cooper	Metropolis	Raiden doesn't need AP when he has unlimited meter. Avoid using the right stick and instead focus on landing normal attacks for quick kills.
Ratchet	Jak, Kratos, Toro	Columbia	Press ◉ from the center mount to fire a Chronobomb on either side of the level, then go in for the kill while enemies are slowed.
Sackboy	Evil Cole, Kratos, Sly Cooper	Metropolis	Try to bait enemies close to Sackboy in one of the corners before releasing hot coals over their heads.
Sir Daniel	Evil Cole, Kratos, Sly Cooper	Metropolis	Activate Sir Dan's Level 2 Super from the center of the conveyor belt to maximize its area of coverage. Press R2 again as soon as the prior Super is finished, in case anyone is still standing.
Sly Cooper	Drake, Fat Princess, Sweet Tooth	Columbia	Keep your opponents away from the right side of the level so that the three raised platforms won't block Sly's bombs.
Spike	Sweet Tooth, Fat Princess, Drake	Black Rock Stadium	Remain on the two central raised platforms whenever possible to maximize coverage. Spike's projectile passes over gaps, but stops when it hits a wall.
Sweet Tooth	Cole, Fat Princess, Sly Cooper	Hades	Activate near point blank range to minimize any time spent steering the missile. Baiting foes into the pits on either side is a good way to score multi-kills.
Toro	Evil Cole, Kratos, Sly	Metropolis	Remember that the star falls in the direction Toro is facing. Try to keep foes grouped in corners to catch them all in the explosion.

SUPER LEVEL 3 TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	PaRappa, Fat Princess, Jak	Stowaways	1:00	10
Legend	Sweet Tooth, Ratchet, Evil Cole	Columbia	1:00	12
All-Star	Spike, Radec, Toro	Invasion	1:00	15

Like the Multi-Kill Trial, grouping can be a huge help here depending on your character's Level 3 Super. Obviously, insta-killing Supers are handy, but if you have to chase enemies down, try to do so as quickly as possible, and be near an adversary to unload on them when your Super ends. AP generation is greatly increased here, so one or two short combos should do it. The sooner you're using that Super, the longer the clock is frozen during its duration. Any time not spent attacking to build AP or unleashing the Level 3 is wasted, so get to it!

MOVES LIST TRIAL

Difficulty	Opponent(s)	Level	Time Limit
Hero	Varies per character	Dojo	10:00
Legend	Varies per character	Hades	6:00
All-Star	Varies per character	Columbia	6:00

The objective for this Trial is to simply land a hit with each basic directional attack in your character's arsenal, as covered in the character tutorials. With six full minutes at your disposal, you shouldn't have much of a problem even on All-Star difficulty. Just be mindful of your opponents and use your evasive actions to avoid getting caught between them or killed by a Super. Every second you spend waiting to respawn is time better spent trying to land attacks. For characters with attacks that only connect directly above their head (i.e. Radec ↑ □) or air attacks that are hard to land against a grounded opponent, try knocking your opponents onto the raised platforms on either side of Columbia and attacking them from below or the side. The location of your opponent doesn't matter, only that the listed attack connects. Work your way through your character's □ , △ , and ○ attacks as they're presented, then land each of their three throws to finish the Trial.

□ ATTACKS TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Varies per Character	Varies per Character	4:30	2
Legend	Varies per Character	Varies per Character	3:30	2

ALL-STAR DETAILS — TIME LIMIT: 2:00 — KILLS REQUIRED: 3

Character	Opponents	Level	Pro Tip
Big Daddy	Spike, Kratos	Metropolis	Combo ↓ □ to ↑ □ to maximize AP gain. Wait until Big Daddy is at Level 3 before activating the Super.
Cole	Sly Cooper, Spike	Franzea	Use Grind-based attacks to quickly attack foes until Level 3 is acquired.
Dante	Ratchet, Evil Cole	Stowaways	Dante's BnB combo (see Dante Combo I) to rapidly build up to a Level 3 Super.
Evil Cole	Jak, Toro	Dojo	On such a small level, simple three-hit □ combos should be sufficient to build enough AP for multiple Supers.
Fat Princess	Drake, Radec	Columbia	Stay on the left-hand platform with a wall to her back and take advantage of the super armor bestowed while charging neutral □ . Combo into ↓ □ , ↑ □ on hit until you can activate Ride the Chicken!
Heihachi	Ratchet, Evil Cole	Stowaways	Use Heihachi's unique dodge roll to safely close the distance. Juggle with an upward throw into neutral □ until Kuma can be summoned.
Jak	Sly Cooper, PaRappa	Black Rock Stadium	Scoring all the hits of Jak's neutral □ attack gets him almost all the way to a Level 3 Super.
Kratos	Evil Cole, Spike	Columbia	Use Kratos's BnB combo at close range, or → □ to catch enemies at distanc to quickly reach Level 3.

Nariko	Ratchet, Evil Cole	Stowaways	Catch a foe with ↓ ▣ to cause a bounce, and then use neutral ▣ attacks to fill her Meter.
Nathan Drake	Sweet Tooth, Ratchet	Dreamscape	→ ▣ , ↓ ▣ , ← , → ▣ combos can quickly get Drake to Level 3. Pepper the level with Grenades ↑ ▣ to catch foes at a distance.
PaRappa	Sly Cooper, Evil Cole	Stowaways	Close gaps with air → ▣ and concentrate on landing mashed ▣ attacks until PaRappa is at Level 2 or Level 3.
Radec	Spike, Toro	Dreamscape	Retreat from foes using ↓ ▣ to build AP while staying safe. Air → ▣ is Radec's fastest attack to build up to Level 3 quickly.
Raiden	Ratchet, Evil Cole	Stowaways	Concentrate on a single foe and catch them with a full neutral ▣ attack string to get all the AP you need.
Ratchet	Sweet Tooth, Jak	Time Station	Use ↑ ▣ to catch foes on thin platforms above Ratchet.
Sackboy	Ratchet, Evil Cole	Stowaways	Reflect your opponent's projectiles with ↓ ▣ , and catch anyone foolish enough to jump in with ↑ ▣ .
Sir Daniel	Ratchet, Evil Cole	Stowaways	Closing the gap with foes is tough, but remember that Sir Daniel has tremendous range with his aerial ▣ attacks.
Sly Cooper	Spike, Drake	San Francisco	Keep a Cap Mine deployed at all times while teleporting around the level. Focus on countering attacks and don't worry about staying invisible.
Spike	Toro, Sweet Tooth	Black Rock Stadium	Dive into enemies using air → ▣ , then follow up with a neutral ▣ combo to acquire three full Levels.
Sweet Tooth	PaRappa, Cole	Columbia	Use → ▣ to attack while moving across the level. At close range, try to land ↓ ▣ followed by the attack of your choice until you can activate a Level 3 Super.
Toro	Ratchet, Evil Cole	Stowaways	Toro's ▣ moves have extremely limited range. Try to get close and use ↓ ▣ for a butt-drop, followed by → ▣ and repeat.

△ ATTACKS TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Varies per Character	Varies per Character	4:30	2
Legend	Varies per Character	Varies per Character	3:30	2

ALL-STAR DETAILS — TIME LIMIT: 2:00 — KILLS REQUIRED: 3

Character	Opponents	Level	Pro Tip
Big Daddy	Jak, Sly Cooper	Metropolis	→ △ is always Big Daddy's go-to attack, so don't hesitate to use it liberally. Switch to (mash) ↓ △ when both characters are close.
Cole	Kratos, Toro	Alden's Tower	Deploy a constant barrage of Sticky Grenades → △ and Lightning Bolts (hold △) to build up AP rapidly.
Dante	Drake, PaRappa	Metropolis	Keep enemies together and dance around them using various cancels while never letting off the △ button. Focus on scoring double-kills with Level 1 Supers to pass.
Evil Cole	Spike, Cole	Stowaways	Litter the ground with Double Grenades (→ △) and the air with ↑ △ to cover all bases.
Fat Princess	Cole, Ratchet	Franzea	Mash △ at close range to build AP quickly. Drop in with air ↓ △ to surprise from above, and rely on → △ to get closer to foes.
Heihachi	Drake, PaRappa	Metropolis	Combo ↑ △ into △ or → △ to build AP rapidly. Drop in on foes with air ↓ △ , then press △ on wake-up for an invincible sweep.
Jak	Sweet Tooth, Fat Princess	Metropolis	The Blaster → △ is Jak's most efficient attack for building AP.
Kratos	Cole, Drake	Alden's Tower	Jump cancel △ on hit into air (mash) → △ or air ↑ △ for big AP gains. Use → △ on the ground to absorb Cole and Drake's projectiles.
Nariko	Drake, PaRappa	Metropolis	Rely on Counter (△) to keep Nariko safe. On hit, launch with ↑ △ , jump cancel, and transition into air ↑ △ to rake in the AP.
Nathan Drake	Toro, PaRappa	Hades	Liberal use of Run and Gun Advance and Retreat supply a constant stream of AP, while → △ clears some space. Only use ↓ △ when standing on the edge of the thin platforms.
PaRappa	Jak, Sly Cooper	Alden's Tower	Dive in on foes with air → △ , then flatten them with → △ . At close range, use an up throw followed by ↑ △ .
Radec	Sly Cooper, Evil Cole	Time Station	Play aggressively and catch foes with → △ while deploying rapid-fire ↓ △ grenades. Catch anyone on a thin platform with ↑ △ from below.
Raiden	Drake, PaRappa	Metropolis	Close the distance with air → △ dives, then focus on landing neutral △ attack strings for large amounts of AP.
Ratchet	Drake, Sly Cooper	Franzea	→ △ and ↑ △ are Ratchet's bread and butter attacks here. Hold △ to keep a fully charged Sonic Erupter blast at the ready when moving.
Sackboy	Drake, PaRappa	Metropolis	Fire Jam Session (△) from the edge of the side platforms. Use → △ or ↑ △ when enemies get close.

Sir Daniel	Drake, PaRappa	Metropolis	Even without the Golden Shield, → △ is still a great attack for building AP. Use ↓ △ when enemies are close, or △ followed by ↑ △ when they try to get in.
Sly Cooper	Kratos, Toro	Invasion	Teleport toward foes when they're far away, and switch to → △ as the distance closes. Try to keep your foes on the wide flat area at the bottom of Invasion.
Spike	Kratos, Sly Cooper	San Francisco	Keep a Bananarang (→ △) deployed at all times, and concentrate on trapping foes with ↓ △ or short range RC Satellite Laser activations.
Sweet Tooth	Kratos, Spike	Black Rock Stadium	All of his △ attacks are close range, making this a tough trial. Focus on getting within shotgun range and only use the chainsaw at close range in the corner.
Toro	Drake, PaRappa	Metropolis	Toro is stuck as Justice Toro during the match, but luckily he's speedy. Close the gap with foes, and combo ↓ △ into ↑ △ , ↑ △ to fill your Super Meter.

○ ATTACKS TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Varies per Character	Varies per Character	4:30	2
Legend	Varies per Character	Varies per Character	3:30	2

ALL-STAR DETAILS — TIME LIMIT: 2:00 — KILLS REQUIRED: 3

Character	Opponents	Level	Pro Tip
Big Daddy	Toro, Spike	Black Rock Stadium	Lead enemies into the corners of Black Rock. Deploy air ↓ ○ to trap approaching foes, zap with → ○ , and then follow up with (hold) ○ .
Cole	Fat Princess, Sly Cooper	Dojo	Hold foes in place with → ○ , followed by ○ . Alternate between ground and air ↑ ○ to launch or flatten foes.
Dante	Sweet Tooth, Ratchet	Dojo	Cross-up opponents with → ○ canceled into ↑ ○ or ↓ ○ . If someone get's in Dante's face, use ○ to counter.
Evil Cole	Drake, Jak	San Francisco	Keep a trap ↓ ○ deployed at all times, as well as a full charged Giga Punch (hold ○). These two should rapidly build the AP needed for fast Level 1 kills.
Fat Princess	Sly Cooper, Drake	Sandover Village	Remember: only one villager allowed at a time. Only deploy bombs (↓ ○) from the air to reduce recovery time, and be sure opponents are lined up before using ○ . Rely on → ○ at close range.
Heihachi	Sweet Tooth, Ratchet	Dojo	Very hard. Only ↑ ○ or a successful counter (○) can deal damage directly. Spam ↑ ○ until the beach ball appears, and rely on it to eject precious AP Orbs from foes.

Jak	Kratos, Sly Cooper	Stowaways	There should never be a moment where a Gyro Buster (◎) isn't in play. While deployed, use ➡ ◎ and charged air ⬇ ◎ to build more AP.
Kratos	Ratchet, Evil Cole	Sandover Village	Mash ➡ ◎ at a distance, and ⬇ ◎ when at close range. Use ⬆ ◎ after a ◎ counter, or from beneath one of the right-hand platforms.
Nariko	Sweet Tooth, Ratchet	Dojo	Deploy air ⬆ ◎ and direct it downward to catch foes from above, or leap in with air ⬇ ◎ , followed by ◎ to raise your AP Levels.
Nathan Drake	Evil Cole, Sweet Tooth	Alden's Tower	Tag foes with ➡ ◎ to disable their jump ability, and keep a steady stream of Oil Drums (◎) deployed at all times. Use ⬆ ◎ to charge in or escape as needed.
PaRappa	Jak, Sly Cooper	Alden's Tower	Stand in the Ray Sphere and deploy ⬇ ◎ to gain free AP quickly. If foes land on the Ray Sphere platform, drop down and use air ⬆ ◎ to send them flying.
Radec	Jak, Spike	Columbia	Rely on neutral ◎ as your main AP generator. Hang out at ground level under the right-hand platforms, keeping the area above covered with ⬆ ◎ and ➡ ◎ attacks. Push foes away with ⬇ ◎ if they push past your defenses.
Raiden	Sweet Tooth, Ratchet	Dojo	Stick to ⬇ ◎ attacks to advance on foes while attacking with relative safety. Parry (◎) at close range, then follow up with ➡ ◎ .
Ratchet	Sweet Tooth, Jak	Time Station	Keep Mr. Zurkon (⬆ ◎) out at all times, and set up a pair of Tesla Spikes between the lowest two platforms in the center of the level. Charge and aim air ◎ with Ratchet's back against a wall.
Sackboy	Sweet Tooth, Ratchet	Dojo	Put Sackboy's back to the wall and deploy ⬇ ◎ and ➡ ◎ , the fire a barrage of snack cakes with A and replace the fan and electrical pad as needed.
Sir Daniel	Sweet Tooth, Ratchet	Dojo	Very hard. Keep Golden Shield ◎ equipped at all times to auto-block projectiles, and ➡ ◎ whenever available. Deploy air ⬇ ◎ to gradually increase AP, and rely on throws to eject AP Orbs.
Sly Cooper	Jak, Spike	Franzea	A Cap Mine (⬇ ◎) should always be in play. Use ⬆ ◎ to reflect projectiles from this trigger-happy duo, and rely on ◎ counters followed by ➡ ◎ otherwise.
Spike	Jak, Toro	Invasion	Try to keep enemies in the lower-right or lower-left corners, and deploy a full charged ⬇ ◎ for big AP gain. Trap a foe in a corner and mash ◎ for even more.
Sweet Tooth	Radec, PaRappa	Alden's Tower	Roadkill Mine's (⬇ ◎) should always be in play, even better if dropped from above, as they're Sweet Tooth's main source of AP income.
Toro	Sweet Tooth, Ratchet	Dojo	Toro's costume changes can cancel into one another and themselves. Fire a constant stream of Torobi Stars ➡ ◎ at long range, and switch to Justice Toro or Oni Toro when foes get closer. This trial is a lot easier than it looks!

STREAKER TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	PaRappa, Fat Princess	Time Station	4:30	2
Legend	Jak, Sweet Tooth	Columbia	3:30	2
All-Star	Ratchet, Evil Cole	Sandover Village	2:00	3

Sandover Village is one of those maps that can leave you pulling your hair out—especially when time is at a premium. Racking up hits is a tall order when opponents are sitting in the water and you're up above. Worse, the challenge is to continually attack without getting hit yourself. Your best bet is to park your character in the upper-right part of the level and let enemies come to you. If ejected into the water, use the water wheel to get back into the fray as quickly as possible, but watch for attacks as you leap up back onto solid ground; it's a favorite ambush spot for the AI.

TEAM TRIAL

HERO AND LEGEND DETAILS

Difficulty	Teammate	Opponents	Level	Time Limit
Hero	Varies per Character	Varies per Character	Varies per Character	2:30
Legend	Varies per Character	Varies per Character	Varies per Character	2:30

ALL-STAR DETAILS — TIME LIMIT: 2:30

Character	Teammate	Opponents	Level	Pro Tip
Big Daddy	Cole	Sweet Tooth, Ratchet	Time Station	Focus on using air ➡ △ from above, or ⬆ ○ and ➡ △ while at the bottom of the level.
Cole	PaRappa	Ratchet, Drake	San Francisco	Use hit-and-run tactics with Grind attacks while PaRappa keeps the enemy occupied.
Dante	Jak	Spike, Cole	Metropolis	Stick close to Jak in case he successfully lands a Mass Inverter blast, opening up opponents to the air combo of your choice.
Evil Cole	Radec	Kratos, Sly Cooper	Invasion	Stay on the same level as Radec and allow him to do his thing from the far side of the level while you make Evil Cole chase down foes.
Fat Princess	Jak	PaRappa, Sweet Tooth	San Francisco	Ensnare foes with a fully mashed △ attack while Jak pelts them with gunfire.
Heihachi	Jak	Spike, Cole	Metropolis	Jak has many attacks that put foes in an aerial state, essentially starting a juggle string for Heihachi.
Jak	Drake	Toro, Ratchet	Columbia	Drake is guaranteed to keep a steady supply of Oil Barrels rolling, which won't affect Jak. Stay within their blast range to cover Jak during lengthier startup periods.
Kratos	PaRappa	Fat Princess, Jak	Time Station	If PaRappa is attacking foe, so should Kratos. Let PaRappa set 'em up and go into Kratos's BnB combo, or score a free kill while the foe is stuck in a flurry of punches.
Nariko	Jak	Spike, Cole	Metropolis	Opponents trapped in Jak's Mass Inversion blast are wide open to many of Nariko's Key Pose combos.
Nathan Drake	Radec	Cole, Jak	Time Station	Climb to the top of Time Station and do your own famous ape impression by releasing a constant stream of Oil Drums onto the platforms below.

PaRappa	Fat Princess	Sweet Tooth, Kratos	Hades	Stand near Fat Princess' bombs, and pull enemies in with ○ and force them to eat the explosion.
Radec	Kratos	Fat Princess, Sweet Tooth	Columbia	Set up shop on the left-hand platform and let Kratos knock enemies into the path of Radec's sniper rifle.
Raiden	Jak	Spike, Cole	Metropolis	Focus on whichever enemy Jak isn't attacking. Raiden works best in one-on-one situations.
Ratchet	Fat Princess	Spike, PaRappa	San Francisco	Mr. Zurkon is the only villager Ratchet needs, but Fat Princess' Butt Drop and ballerina attacks create some excellent attack opportunities for Ratchet.
Sackboy	Jak	Spike, Cole	Metropolis	Play this match like you normally would with Sackboy, but be sure to use the Grabinator (air ➡ □) on anyone caught by Jak's Mass Inverter.
Sir Daniel	Jak	Spike, Cole	Metropolis	As always, keep the Golden Shield deployed. Take advantage of times where both enemies are occupied with Jak to pull out a fresh Golden Shield without fear.
Sly Cooper	PaRappa	Evil Cole, Radec	Columbia	Whenever PaRappa catches a foe with a flurry of punches, Sly should be close by to either steal AP from behind or blow them sky high with an Explosive Barrel.
Spike	PaRappa	Cole, Evil Cole	Franzea	PaRappa is great at keeping a single opponent locked into place, giving Spike enough time to fully charge ➡ □ or to get close for a fully mashed ○ attack.
Sweet Tooth	Toro	Ratchet, Jak	Invasion	Toro's costumes can make Sweet Tooth miserable on this massive level by forcing foes out of range. Try to keep up with Toro and attack foes with the Shotgun while they're stuck in one of Toro's attacks.
Toro	Jak	Spike, Cole	Metropolis	Stick with the normal Toro gameplan during this fight, but look for opportunities to land hard-hitting Oni Toro or Justice Toro attacks on occupied opponents.

COMBO TRIAL

Difficulty	Opponent	Level	Time Limit	Kills Required
Hero	PaRappa	Time Station	4:30	2
Legend	Jak	Columbia	3:30	3
All-Star	Ratchet	San Francisco	2:30	3

San Francisco is a fairly small level, which means that traversing the entire length shouldn't take long with even the slowest of characters. That's good if you accidentally land an attack that knocks Ratchet away, because otherwise, the goal should be to land as many consecutive hits as possible. Consult your character's Combo Tutorial to memorize some of their lengthier combos—juggles especially. The more you can press the attack, the faster you'll generate the necessary AP to unload with a carefully aimed Super.

STOCK TRIAL

HERO AND LEGEND DETAILS

Difficulty	Opponent	Level	Stock
Hero	Varies per Character	Varies per Character	3
Legend	Varies per Character	Varies per Character	3

ALL-STAR DETAILS — STOCK: 3

Character	Opponent	Level	Pro Tip
Big Daddy	Fat Princess	Metropolis	The super armor of → △ should trump most of Fat Princess' attacks, but beware her charged □ attack and any inbound villager attacks.
Cole	Fat Princess	Stowaways	Cole has a massive speed advantage here, so use it. Create some distance and fire a Redirect Rocket, then tag Fat Princess with △ to force the rocket to her location.
Dante	Fat Princess	Metropolis	Rely on → ○ to cross-up Fat Princess and keep her in hitstun with big Bold Cancel combos to prevent villager attacks.
Evil Cole	Fat Princess	San Francisco	Keep your distance while using ↓ ○ to trap Fat Princess, and then transition into the combo of your choice.
Fat Princess	Sweet Tooth	Stowaways	Sweet Tooth's shotgun can demolish the super armor of a charged □ attack, so put him in hitstun with → ○ at a distance. Follow up with → △ to close the gap.
Heihachi	Fat Princess	Metropolis	Wavedash towards Fat Princess to avoid villager attacks, and begin attacking with Electric Wind God Fist once you're through the breach.
Jak	Fat Princess	Alden's Tower	Mage Fireball is Fat Princess' only long-range option, so feel free to hang back and pepper her with → △ shots. Dodge fireballs when they get close, and escape with air → □ when her majesty gets too close.
Kratos	PaRappa	Franzea	Kratos has a big range advantage, but PaRappa has more speed. To compensate, hang out on the lowest center platform and use the tracking abilities of → □ to catch PaRappa as he approaches.
Nariko	Fat Princess	Metropolis	Pull in Fat Princess with ↓ △ , and then bounce her with ↓ □ to begin a combo. If a villager attack is inbound during your pull attempt, jump immediately and switch to an air ↑ △ attack.
Nathan Drake	Sweet Tooth	San Francisco	Get to the uppermost left platform immediately and kick out an Oil Drum at the start of the match. Use ↓ △ when Sweet Tooth gets close. Climb the rubble when the right-hand platform is destroyed and repeat this tactic, deploying Level 2 Supers when available.
PaRappa	Kratos	San Francisco	Your main concern is dealing with Kratos's precognitive counters. Bait out a counter with a Mic Grab at max range, then rush in with → □ to start a combo.
Radec	Sly Cooper	Dojo	Force Sly to the other side of the map with ground or air → □ , and then deploy ↑ ○ to prevent him from jumping in. Hold up in a corner and fire ○ into the wall behind Radec to protect him with firing long-range attacks.
Raiden	Fat Princess	Metropolis	Speed is Raiden's ally, but he must contend with dodging villagers to open up Fat Princess' defenses. Focus on getting her into a corner and using basic □ combos to build AP quickly.
Ratchet	Fat Princess	Invasion	Mr. Zurkon is far superior to any fleshy villager. Keep him deployed, and trap Fat Princess in the Suck Cannon with the right stick. Aim and fire her into one of the lower corners and begin an endless gadget assault.
Sackboy	Fat Princess	Metropolis	Set up a Checkpoint Anchor in the air right at the start of the match and resume the normal Sackboy plan of an Electric Panel/Fan combo. Beware, villagers aren't affected by the fan's air stream!

Sir Daniel	Fat Princess	Metropolis	Sir Daniel's Golden Shield absorbs projectiles, so that takes care of worrying about villager attacks. Charge at her and follow up with basic □ combos on hit.
Sly Cooper	Sweet Tooth	Hades	Dance around Sweet Tooth's brutal attacks using Sly's teleport ↑ △ and decoy counter ○ to get behind him. Chip away at him bit by bit and deploy Murray after a counter once you have a full Super Meter.
Spike	Fat Princess	Hades	Keep your distance from Fat Princess. Focus on hitting her with → △ or ↓ △ projectiles, and only approach via a charged air → □ before beginning a combo.
Sweet Tooth	PaRappa	Metropolis	Instead of chasing after PaRappa, hang out on the side platforms and wait for him to walk right into a Roadkill Mine. Use the shotgun to quickly blast him away and repeat the process.
Toro	Fat Princess	Metropolis	Utilize Torobi the Kat's ↓ △ teleport to avoid incoming villagers and get close to the princess. Change into Justice Toro at close range and use his hard-hitting moves to defeat her super armor attacks.

MULTI-HIT TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	PaRappa, Fat Princess, Cole	Time Station	4:00	2
Legend	Jak, Sweet Tooth, Big Daddy	Columbia	3:00	2
All-Star	Ratchet, Evil Cole, Toro	Sandover Village	2:00	3

With a fairly limited amount of time and Sandover's all-too-familiar layout, it can be difficult to get enemies to group up for your attacks. Stick to the upper-right portion of the level and block to draw foes to you, then unload. The AP generation is cranked way up for hits in this Trial, so it shouldn't take long to stock Supers, even Level 3s if you let enemies come to you rather than trying to chase them down.

AVOID SUPER 1 TRIAL

Difficulty	Opponent	Level	Time Limit	Kills Required
Hero	Your Character	Varies by Character	3:00	2
Legend	Your Character	Varies by Character	3:00	3
All-Star	Your Character	Varies by Character	3:00	3

Because the Super Survival Trials are all based on your character, every trip through these Trials will be different. The key is to survive for as long as possible, avoiding Supers at all costs. Use fast attacks to interrupt your evil twin during their Super startup period, and focus on building AP for your own Super attacks. Make liberal use of the terrain of each level and evasive actions to make escapes, and be prepared to punish your opponent when they whiff a Super.

SURVIVE SUPER 2 TRIAL

Difficulty	Opponent	Level	Stock Limit	Supers Survived
Hero	Your Character	Varies by Character	4	4
Legend	Your Character	Varies by Character	3	4
All-Star	Your Character	Varies by Character	3	5

Depending on your character, this can be an absolute nightmare of a challenge. Characters that have longer-term Supers like

PaRappa and Fat Princess create a constant game of keep-away. Like the Level 1 Supers, it's absolutely crucial to stay mobile. Drop (↓ ✕) or pass (↓ while falling) through platforms to make a hasty escape as needed, and keep at it! Remember, the Trial will only be completed once the AI has spent a set number of Supers. Each time you die, the counter resets, so stay on your toes!

SURVIVE SUPER 3 TRIAL

Difficulty	Opponent	Level	Stock Limit	Supers Survived
Hero	Your Character	Varies by Character	8	1
Legend	Your Character	Varies by Character	6	2
All-Star	Your Character	Varies by Character	5	3

No matter your character, surviving the onslaught that is a constant string of Level 3 Supers is going to be a serious test of your mettle. Dodge rolling is hugely important here, but so too is air dodging, since your character is technically invincible until touching the ground (and can even transition right into a roll out of the way with proper timing). Absolutely milk the air dodge to minimize the amount of exposure; in some cases, the AI may not even attack if you've removed their ability to hit your character.

PANDEMONIUM TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	Sly Cooper, Radec, Drake	Varies per Character	3:00	5
Legend	PaRappa, Sweet Tooth, Kratos	Varies per Character	3:00	7
All-Star	PaRappa, Kratos, Fat Princess	Varies per Character	3:00	10

With a fairly generous time limit and plenty of AP doled out for even the most basic of combos, expect to hear that announcer shouting "Level 1!" more or less constantly. That also means a constant barrage of Supers from all players, so stay agile; getting tagged by a Super usually means losing a whole AP level, so experiment with letting loose with a bunch of Level 1s of your own before trying to save up. The risk of losing those levels and the time spent earning them can be quite high depending on your character.

LEVEL 1 MASTERY TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	PaRappa, Fat Princess, Jak	Stowaways	3:00	6
Legend	Sweet Tooth, Ratchet, Evil Cole	Columbia	2:00	8
All-Star	Spike, Radec, Toro	Invasion	1:30	9

Thankfully, there's a bottomless supply of Level 1 Supers at your disposal, but the Invasion map offers plenty of room for retreats and only a minute and a half to notch almost double-digit numbers of kills. Bait enemies into coming to you by blocking near an object where you can trap them easily (like the shipping container) or one of the sides of the level, then unleash when they're in range. A quick roll away while changing direction to face your opponents before using a Super can help catch them in the radius of the attack.

LEVEL 2 MASTERY TRIAL

Difficulty	Opponents	Level	Time Limit	Kills Required
Hero	PaRappa, Fat Princess, Jak	Stowaways	3:00	6
Legend	Sweet Tooth, Ratchet, Evil Cole	Columbia	2:00	9
All-Star	Spike, Radec, Toro	Invasion	1:30	9

Once again, the Invasion map wreaks havoc with attempts to corral enemies to let loose with an endless supply of Level 2 Supers. Use the same techniques as other All-Star challenges on this map: block to attract enemy attacks, wait for the AI dogpile, then cut loose with your Super. Remember, all three have to be caught in the Super attack for their tally to count, but you only have to do it three times. That averages out to 30 seconds per trio, so make those Supers count.

PERFECTION TRIAL

Difficulty	Opponents	Level	Time Limit
Hero	Sly Cooper, Sweet Tooth, Kratos	Varies per Character	1:30
Legend	Drake, Fat Princess, Radec	Varies per Character	2:00
All-Star	PaRappa, Sweet Tooth, Kratos	Varies per Character	3:00

Completing this Trial on All-Star difficulty is an exercise in Super Meter management, but you need to monitor all of your opponent's Super Meters along with your own! Basically, you want to minimize an adversary's ability to perform a Super. Prevent the AI from keeping their AP by using throws or any items that happen to spawn during the match, and collect the ejected AP Orbs to grow your Meter. Prioritize these attacks towards the opponent with the most AP acquired, and make Hedgehog Grenades and Rail Guns you number one priority if they appear: both of these items temporarily disable the ability to use Super attacks on hit. However, no mater how good you are at squeezing AP out of opponents, its inevitable that your opponents are going to gain enough AP to attempt at least a Level 1 Super. Avoid these characters like the plague and hope they go one of the other AI-controlled characters, or attempt to bait their Super, evade, and punish if you're feeling bold. Get in kills when you can and stick it out for a full three minutes to cross this Trial off your list!

ARENA TRIAL

Difficulty	Opponent	Level	Time Limit
Hero	Your Character	Hades	3:00
Legend	Your Character	Invasion	3:00
All-Star	Your Character	Stowaways	3:00

Take heed when reading this Trial's objective, because SuperBot isn't lying: this will be a true test of what your character can do in the hands of PlayStation All-Stars' AI. Cranked up to CPU 5, the hardest of five difficulty levels, the AI is fully equipped to unleash combos, unload Supers with devastating accuracy, and make full use of the entire move set in an attempt to best you in total wins. As this plays like any other standard match, keeping a mental tally of your score is absolutely vital to knowing when you can simply burn the clock and when you need to make Supers count to tip the scoring scales.

3 VS 1 TRIAL

Difficulty	Opponents	Level	Time Limit
Hero	Sweet Tooth, Ratchet, Evil Cole	Invasion	3:00
Legend	Spike, Radec, Big Daddy	Black Rock Stadium	3:00
All-Star	Toro, Sly Cooper, Cole	Columbia	3:00

The biggest issue here isn't that you're stuck fighting off three enemies that are all constantly gunning for you; it's that their combined score needs to be offset by your own kill count. Luckily, the AI isn't set to a terribly high level, but the single best way to ensure victory is to paint the whole opposing team with kills. Try to spread out your kills evenly to keep the whole group's score down, and whenever possible, try to get multiple kills with a single Super. Think back to the Mastery Trials from earlier, and try to pull the entire group to an area where they can be easily trapped. Remember that Level 3 Supers stop the clock if you're in need of precious time to rack up some last-second kills.

UNTOUCHABLE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sly Cooper	Varies per Character	4:00	1
Legend	Kratos	Varies per Character	4:00	2
All-Star	PaRappa, Sweet Tooth	Varies per Character	4:00	2

The stakes get a little higher on All-Star, with not one but two combatants to keep at bay. Because a single hit will wipe out any AP progress, it's important to keep both foes on the same side of your character rather than letting them sandwich you. As a bonus, hitting both characters bestows extra AP, so it can make getting to that Level 1 Super a quicker prospect. Avoid trying to stockpile too much AP, and make those Level 1s hit fast and true. Upon completion of this Trial, you can kiss that character's Trials goodbye and move on to the next set of challenges with a new combatant.

UNIQUE TRIALS

BIG DADDY — PLASMID TRIAL

Difficulty	Opponent	Level	Time Limit	Kills Required
Hero	Fat Princess	Invasion	2:00	2
Legend	Radec, Dante	Stowaways	1:40	4
All-Star	Spike, Nariko	Dreamscape	1:30	4

Objective: Hit your opponent with a Plasmid and follow up to earn AP for kills.

Big Daddy is a slow, lumbering pain machine, but his Plasmid attacks are actually fairly speedy. The ⇧ ○ tornado and ⇨ / ⇦ ○ lightning shots are great for poking from a distance (the former is also a great way to catch enemies on platforms above you without having to jump), and the ⇩ ○ fireball grants quite a bit of AP. Remember that you need only connect with an initial Plasmid; after that, any attacks that land while Big Daddy is glowing add to the AP meter. Though 1:30 is hardly a lot of time to stock up on AP, waiting for the Level 3 Super can make hunting down the four kills fairly easy if your foes are close together for the first three kills.

COLE — GRIND TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sweet Tooth	Metropolis	2:00	2
Legend	Sir Daniel, Fat Princess	Paris	1:40	4
All-Star	Raiden, Spike	Sandover Village	1:30	4

Objective: Strike your opponent with a Grind attack and follow up with hits to gain AP for Supers.

The lesson this Trial is trying to teach is two-fold: first, that the Grind needs to be started at a distance to prep for the attack that follows, and second, that the attack itself needs to be properly timed—neither of which is easy when opponents are running all over the place. Remember that the Grind (⇨ □) has to be started first, after which a rising △ attack will open Cole up to attacking normally to build AP.

Caution

LIVING ON THE EDGE WARNING

Unlike many other attacks by other characters, Cole's Grind doesn't end when he gets to the edge of a platform. For this reason, you must cancel out of the Grind before reaching the edge or risk him flying off it into the water below, wasting valuable time getting back up to where he can slide again.

COLE — ABSORB TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Jak	Dojo	2:00	2
Legend	Radec, Ratchet	Dreamscape	1:40	4
All-Star	Ratchet, Jak	Columbia	1:30	4

Objective: Absorb projectiles to gain AP for kills.

Quite possibly one of the easiest Trials in the entire game, simply hold □ to deploy Cole's shield and wait for your AP meter to fill to Level 3. Unleash the fury and guide the tornado toward your opponents, then park the tornado near one side of the stage to grab an enemy as they spawn. If the initial tornado strike happened to suck up both foes quickly, there should be plenty of time to kill both twice during the Super. If not, simply load up and devastate them again.

DANTE — COUNTER-ATTACK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Nariko	San Francisco	2:00	2
Legend	Sweet Tooth, Toro	Dojo	1:40	4
All-Star	Kratos, Cole	Black Rock Stadium	1:30	4

Objective: Successfully counter-attack with Dante's ○ attack to build AP for kills.

Dante's counter window is really quite generous, giving you a good second or so of time for enemies' attacks to be turned against them. Try to hold off on unleashing your Super until it hits Level 2. The streak across flat ground is best used the second both opponents are in front of Dante. Repeat twice, and this Trial is in the bag.

DANTE — AIR STREAK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sir Daniel	Dojo	4:00	2
Legend	Ratchet, Toro	Hades	3:30	4
All-Star	Drake, Sly Cooper	Black Rock Stadium	3:00	4

Objective: The more moves you perform in the air, the higher your AP bonus. Get kills to pass.

It's fortunate that Dante is one of the most aerial fighters in the Battle Royale, as the only way to stock AP in this Trial is to dish out the hurt off terra firma. Remember to hold ↑ □ when uppercutting enemies into the air before unleashing a barrage of mid-air attacks. If the time limit is presenting too much of a challenge, don't hesitate to consult the Combo Tutorial to get a good idea of the range of Dante's aerial move set. One of the benefits of staying airborne is that it completely defeats Sly's use of the teleporting back attack and Drake's endless supply of barrels.

EVIL COLE — SLIDE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sackboy	Hades	2:00	2
Legend	Sir Daniel, Fat Princess	Paris	1:40	4
All-Star	Ratchet, Radec	Time Station	1:30	4

Objective: Strike your opponent with a Grind attack and follow up with hits to gain AP for Supers.

Thankfully, the Time Station is far more contained than the goodie-two-shoes Cole's station. Use this to your advantage, grinding between the large boxes and using the △ rising strike to open up your enemies for some quick AP generation. If you're fast enough, it's possible to wait for a Level 3 Super, unleashing The Beast and his ultra-potent fireballs to lay waste to your attackers.

EVIL COLE — CHARGE UP TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Drake	Columbia	2:00	2
Legend	Sweet Tooth, Heihachi	Black Rock Stadium	1:40	4
All-Star	Toro, PaRappa	Dreamscape	1:30	4

Objective: Fully charge up your Charge Up attack and strike an opponent with it to earn AP for kills.

One of the hardest things about Evil Cole's Giga Punch attack is that it requires a couple seconds of breathing room to prep. Hold ◎ any time you have a little distance from PaRappa and Toro to make sure you're always charged up, and don't be afraid to throw down with a → ◎ attack when enemies draw near. Repeated charges and smashes will fill your AP quickly, but it's up to you whether you want to stock it for an appearance of The Beast at Level 3 or use Cole's handy Level 1 lift to grab and toss enemies. Both are equally viable, but The Beast also has the added benefit of pausing the clock. However, the downside is that his fireballs can sometimes impact the many platform edges in the level and might explode before they can catch an enemy in the blast radius, so aim

FAT PRINCESS — VILLAGER TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sir Daniel	Stowaways	2:00	2
Legend	Ratchet, Dante	Paris	1:40	4
All-Star	Sweet Tooth, Kratos	Sandover Village	1:30	4

Objective: Hit an opponent with one of your villagers and follow up with attacks to gain AP for kills.

This Trial is a truly great introduction to the sheer amount of possibility with Fat Princess' loyal minions. The villagers are a potent mix of area effect ↑ ◎ , quick horizontal → ◎ slashes and ↓ ◎ bomb placement. Though only one villager can be used at a time, Fat Princess herself is free to move and attack independently of her subjects, making her unique among the All-Stars cast. The same Sandover Village rules apply here, specifically that staying out of the water is crucial to making the most of the meager 1:30 allotted for the Trial.

HEIHACHI — COUNTER-ATTACK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Toro	Time Station	2:00	2
Legend	Dante, Sweet Tooth	Invasion	1:40	4
All-Star	Nariko, Kratos	San Francisco	1:30	4

Objective: Successfully counter-attack with Heihachi's ○ attack to build AP for kills.

It's a battle of the long-range opponents with the God and Goddess of War. Both Kratos and Nariko have devastating range compared to Heihachi's feet and fists, but the counter-attack does respond to even ranged strikes. Be sure to get on the attack as soon as the counter is successful to build AP and take down the duo before their annoyingly effective blades can inflict too much harm.

HEIHACHI — CHARGE AP TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sweet Tooth	Dojo	2:00	2
Legend	Big Daddy, Raiden	Franzea	1:40	4
All-Star	Ratchet, Radec	Metropolis	1:30	4

Objective: Use your Charge Up move to gain AP for kills.

This Trial is actually fairly easy. With just a handful of charged strikes (↓ ○ for a second, then → □ to introduce Heihachi's palm to Ratchet or Radec's face) from either of the elevated positions, a Level 3 Super is a lock. Let the evil laughter begin! Then do it all over again to bank yet another All-Star Trial. MUAHAHAHAHAHAHAHAHAAAAA!

JAK — MASS INVERTER TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Big Daddy	Dojo	2:00	2
Legend	PaRappa, Sly Cooper	Time Station	1:40	4
All-Star	Sly Cooper, Heihachi	Columbia	1:30	4

Objective: Hit your opponent with the Mass Inverter and follow up to gain AP for kills.

The hardest part of this challenge is just getting enough time for the lengthy wind-up needed to unload a shot from the Mass Inverter. Though it can be deployed in the air with a slightly smaller area of effect, the fact that Jak has to be in the mix to catch enemies in the blast radius makes it a difficult move indeed. Let loose with the ↑ ○ attack, and immediately chain as many attacks as possible while the short AP gathering window is still open. It's possible to isolate a single enemy and attack, but the AP glow lasts for just a precious few seconds, so make the most of them. The minute and half offered to finish the challenge should be just enough to get to Level 3, at which point Light Jak's aimed □ attacks can snuff out the enemy combatants with ease while putting the clock on hold.

JAK — AIR STREAK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Raiden	Paris	4:00	2
Legend	Dante, Ratchet	Metropolis	3:30	4
All-Star	Big Daddy, PaRappa	Alden's Tower	3:00	4

Objective: The more moves you have Jak perform in the air, the higher your AP bonus. Get kills to pass.

Jak's neutral □ air attack is a great multi-hitter that can really help to rack up hits to boost AP gain, but his → □ dash is even better for sneaking in one final strike before touching down on solid ground. Stay on the attack as much as possible, and use Big Daddy's size to rack up hits off of short hops. Try to avoid any ↑ / ↓ strikes, especially in conjunction with □ , as they have a meaty charge-up and recovery; that's time that can be better used for laying out a bunch of spinning strikes.

KRATOS — COUNTER TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Spike	San Francisco	2:30	2
Legend	Sweet Tooth, Toro	Dojo	2:00	4
All-Star	Sly Cooper, Cole	Black Rock Stadium	1:30	4

Objective: Successfully counter-attack with Kratos' ○ counter to build AP for kills.

Kratos's Golden Fleece (○) offers one of the shortest windows for counter-attacking among the All-Stars, and he's paired up against an absolute merciless duo. Sly Cooper's ability to turn invisible and back attack coupled with constantly laid hat mines and Cole's relentless lobs of energy are overwhelmingly effective. The key here is heavy use of block to draw enemies in and precision uses of the Golden Fleece to create a counter opportunity. Just because you get a reversal, though, don't think it's smooth sailing. The window to rack up AP is quite short, and the barrage of attacks won't let up. Use Kratos's △ attacks to create breathing room, then try to connect with some □ strikes to build up your AP. Two Level 2 Supers performed after blocking enough to get the opposing pair to attack from either side should help you move past this nightmare of a Trial.

NATHAN DRAKE — BARREL TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Raiden	Invasion	2:00	2
Legend	Dante, Big Daddy	Stowaways	1:40	4
All-Star	PaRappa, Jak	San Francisco	1:30	4

Objective: You can only gain AP for kills while you have a barrel out.

If you've had to square off against Drake in previous Trials, you know just how annoying his Oil Drum attack can be. That's intentional; the Oil Drum is meant to both harass and provide a constant means of raking in AP even when Drake isn't around. Make the most of this dual-purpose item by letting loose while standing on ground level. You're looking to tag both enemies at once, but if the Oil Drum is destroyed, quickly release another while your opponents are down so that it rolls through and past them, then swiftly attack with a quick combo as they're rising and the Drum's AP effect is still active. Block to draw them near, then topple your Level 2 Super to catch both in the debris. With a little practice, this Trial can be completed in seconds.

NARIKO — COUNTER-ATTACK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sweet Tooth	Stowaways	2:00	2
Legend	Heihachi, Nathan Drake	Dreamscape	1:40	4
All-Star	Fat Princess, Big Daddy	Time Station	1:30	4

Objective: Successfully counter-attack with Nariko's △ attack to build AP for kills.

Putting Nariko's counter-attack on a single button press isn't just staying true to her moves in Heavenly Sword; it's also an indication of just how important the ready state is for unleashing her attacks. Because she builds AP so slowly with her normal □ attacks but can chain them into an almost constant, seamless string of pain, Nariko is one of the most consistently damaging All-Stars in the roster. Best of all, her counter has an extremely small recovery time, allowing her to jump back on the defense quickly even after mistiming an incoming strike. Put that to use by blocking to draw enemies near, then punish them All-Starly with counter-attack strings that balance wide swipes like → □ and piggyback off the moves learned from her last Trial with some ↓ △ grabs to ensure that the adversary is always at arm's length. Your lumbering opponents won't know what hit 'em.

NARIKO — SWORD GRAB TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	PaRappa	Invasion	2:00	2
Legend	Ratchet, Sly Cooper	Black Rock Stadium	1:40	4
All-Star	Jak, Raiden	Alden's Tower	1:30	4

Objective: Sword grab opponents near Nariko with ↓ △ and follow up with strikes to gain AP for kills.

Winning this Trial on All-Star difficulty boils down to a balancing act; you must make sure Raiden isn't close by if Nariko attacks Jak, and that Jak can't hit Nariko with a long range attack if she pulls in Raiden. Luckily, this Trial begins at the top of Alden's Tower so don't have to contend with the vertical scroll of the level. Try to stay on or near the raised platform on the left side of the level to cover Nariko from the rear, and focus on an opportunity to snag one of your opponents. Once you've snagged an opponent, immediately transition to ⬇ □ to cause a bounce state and trigger a Key Pose. From this point, you have the option to evade if the other character is getting too close, counter an attack, or go right into a neutral □ attack string to swiftly build up to a Level 2 Super. Thanks to the boosted AP gain after a sword grab, Nariko should be at Level 3 after two repetitions of this tactic. Activate her Level 3, then take care of all four required kills in one fell swoop.

NATHAN DRAKE — WALL TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Toro	Metropolis	2:00	2
Legend	Heihachi, Sir Daniel	Dojo	1:40	4
All-Star	Nariko, Sackboy	Hades	1:30	4

Objective: You can only gain AP for kills while using your wall.

It might seem like racking up AP in this Trial is as easy as grabbing a wall (⬇ ○) and firing (△) constantly, but Nariko has a shield throw and Sackboy has the ability to place a spawn point behind Drake, both of which can pop him out of cover. On top of that, the constant fan placement and small stature mean that Sackboy can zip around quite quickly, and Drake's cover-based bullets sail right over the little guy's burlap dome (though not Nariko's, fortunately). A rifle butt smash (□) while in cover can help stock a decent amount of AP per hit, but be ready to hop over the wall (⬅ or ➡ depending on what side Drake's on) to make sure your attacks are facing the right way.

NATHAN DRAKE — STUN DART TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Evil Cole	Columbia	2:00	2
Legend	Kratos, Toro	Dojo	1:40	4
All-Star	Fat Princess, Cole	Black Rock Stadium	1:30	4

Objective: Shoot an opponent with a Stun Dart and follow up with hits to gain AP for kills.

Two things make this arguably Drake's easiest All-Star challenge: the Stun Dart (➡ ○) attack is ranged and easy to fire, and the window for grabbing AP is fairly generous. Get off a shot, unload on enemies, and watch the AP climb. Even a Level 3 Super isn't terribly Legend to get in a few seconds if both opponents are caught in range of Drake's follow-up hits.

PARAPPA — MIC GRAB TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Spike	Dojo	2:00	2
Legend	Sweet Tooth, Toro	Dreamscape	1:40	4
All-Star	Sly Cooper, Cole	Franzea	1:30	4

Objective: Mic Grab an opponent with ○ and follow up with strikes to gain AP for kills.

While other characters have the ability to pull themselves toward enemies or enemies toward them, none has it as a default button press. PaRappa becomes incredibly dangerous when he can simply bring the fight to him, but thankfully (at least this time), you're the one in control of the ability. Simply rein in a nearby foe, and delight in the blur of fingers that mashing □ can provide. Stay on offense to gather AP until Level 2, then show Sly and Cole that their electric slides are no match for a skateboard.

PARAPPA — BOXY BOX TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Spike	Columbia	2:00	2
Legend	Sweet Tooth, Toro	Dojo	1:40	4
All-Star	Sly Cooper, Cole	Sandover Village	1:30	4

Objective: Use your Boxy Box to gain AP for kills.

This might be the only Trial where it's better to never attack. PaRappa's Boxy Box can be thrown down at any time (unless it's already been deployed) to constantly spit out AP Spheres that anyone in the battle—including PaRappa himself— can gobble up to generate easy AP. "Easy" is a relative term in this Trial, however, as the AI for Cole and Sly is clearly as interested in gaining AP as you should be. Thankfully, by merely holding L1 to block and pressing ⇦ / ⇨ to dodge around, you can be the benefactor of most of the AP Spheres without getting constantly besieged by would-be interlopers. Wait for Level 2 to make the most of your Supers, then skate upside their faces a couple times to leave this Sphere-hungry pair behind.

PARAPPA — REFLECT TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sackboy	Invasion	2:00	2
Legend	Radec, Ratchet	Hades	1:40	4
All-Star	Sackboy, Drake	Alden's Tower	1:30	4

Objective: Reflect a projectile back at your opponent to gain AP for kills.

One of PaRappa's most powerful moves isn't even covered in the Hero tutorials, and it's really only suggested in the Trials rather than explained, so listen carefully: pressing △ when properly timed will use PaRappa's skateboard to bounce a shot back toward the shooter. In this Trial, it only takes one well-timed return shot to get to Level 2, so don't be afraid to put that skateboard to good use after tagging Sackboy or Jak with one of their own attacks. Timing is everything here, so keep PaRappa's distance from the pair to force them to unload with ranged attacks, then clobber the shot and move in for the kill.

RADEC — DISTANCE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Heihachi	Dreamscape	2:00	2
Legend	Kratos, Big Daddy	Hades	2:00	4
All-Star	PaRappa, Nariko	Metropolis	2:00	4

Objective: Keep your opponent away to avoid having your AP stolen! Get kills to pass the Trial.

Radec is, by his very nature, a long-range player. Nowhere is this more obvious than in his ⇨ △ sniper shot that reaches nearly all the way across the Loco Roco locale. Quickly move Radec to the left side of the stage and start cranking out shots. As they connect, Nariko and PaRappa get flung all the way to the opposite end of the level. Keep up the barrage until you've gained enough AP for a Level 3 Super, then put the screws to the pair and keep the targeting reticule on the right side of the stage, then sweep back toward the middle to clinch the last two kills.

RAIDEN — COUNTER-ATTACK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sackboy	Columbia	2:00	2
Legend	PaRappa, Fat Princess	Sandover Village	1:40	4
All-Star	Kratos, Cole	San Francisco	1:30	4

Objective: Successfully counter-attack with Raiden's ○ attack to build AP for kills.

Raiden is a counter-attacking machine—literally, he's a cyborg ninja—so it shouldn't be terribly surprising that his wide window to allow for counters makes this one of the easiest Counter-Attack Trials of the group. Perch atop one of the left or right-most platforms to limit movement, then ready yourself for an incoming strike and unload immediately after to fill the AP gauge to bursting. Thanks to a wide area of effect, even Raiden's Level 1 Super can wipe out any enemies on the platform if he's in the middle. Make sure he is to bid this Trial adieu.

RAIDEN — AIR STREAK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Dante	Dojo	4:00	2
Legend	Evil Cole, Toro	Paris	3:30	4
All-Star	Sly Cooper, Drake	Dreamscape	3:00	4

Objective: The more moves you have Raiden perform in the air, the higher your AP bonus. Get kills to pass.

Both Drake and Sly are relentless with their annoyances, tossing out endless barrels and mine caps, so be on your guard. Raiden does have the unique advantage of a five-hit air combo, but this is going to be a struggle, no two ways about it. As always for Air Streak combos, make sure you've given yourself a refresher on Raiden's combos by visiting the Combo Tutorial and getting a feel for the timing of some of the attacks. Stay on the offensive here, air recovering where possible right into air combos, and keep off the ground as much as possible; there be explosions and metallic tubes meant to keep you from your rightful place among the clouds of the Dreamscape.

RATCHET — MR. ZURKON TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Dante	Time Station	2:00	2
Legend	Sweet Tooth, Sly Cooper	Columbia	1:40	4
All-Star	Jak, Toro	Dreamscape	1:30	4

Objective: You must have Mr. Zurkon active to gain AP for kills.

There's not really a whole lot to this Trial, but it's a great way to think whenever you're controlling Ratchet—there's basically no time where you wouldn't want Mr. Zurkon out attacking and even providing a bit of protection. By pressing ↑ ○ , the autonomous robotic maestro of destruction weaves his Symphony of Pain for all to see, effectively letting you concentrate on beating the snot out of Toro and Jak. Rack up enough AP, cut loose with your Supers, and back that quad-set of kills. If sticking to Ratchet's Level 1 Super, make sure you've put his back to one of the walls before firing; Toro especially loves to roll behind the shot and ruin your day.

RATCHET — TESLA SPIKE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sweet Tooth	Paris	2:00	2
Legend	Evil Cole, Big Daddy	Stowaways	1:40	4
All-Star	Drake, Spike	Invasion	1:30	4

Objective: Deploy active Tesla Spikes and stay near them to gain AP for kills.

Ratchet's Tesla Spikes (⬇ ◎) are the perfect method for duping unsuspecting players into walking right into a trap. Because the Spikes have to be set two at a time, it's possible to drop the first one while the competition is busy, then drop the second when they get closer. For this Trial, just getting them dropped can be a huge pain in the Lombax, as a certain monkey catcher and his tomb-raiding friend all but ignore each other and go straight for you. Ratchet's □ □ □ combo will knock them away for a few precious seconds, but remember that the Spikes only have to be out for the AP stocking effect to kick in. Staying near the Spikes—even defending them a little by meeting threats in front of the deployed energy beam—will keep you energized to max out that AP meter and let your Supers have the final word. For those that get a lot of breathing room, placing the Spikes near each other after a double-jump can keep them from getting destroyed right away.

SACKBOY — REFLECT TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Drake	Time Station	2:00	2
Legend	Radec, Nariko	Sandover Village	1:40	4
All-Star	Drake, Radec, Nariko	Franzea	1:30	4

Objective: Reflect a projectile to gain AP for kills.

The key to turning your enemies' shots against themselves is an itty bitty little... fan. That's right, the diminutive little wind blower also blows projectiles back from whence they came. Park it near the edge of the right "platform" part of the stage and keep replacing it when the gusts run out, but stay just to the right of the blustery effect's range. Eventually, you'll see your AP meter climb into the heavens, at which point a Level 3 Super can reduce all those naughty All-Stars to bubbly targets, all narrated by the inimitable Stephen Fry.

SACKBOY — FAN TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Kratos	Hades	2:00	2
Legend	Nariko, Dante	Paris	1:40	4
All-Star	Evil Cole, Sweet Tooth	Franzea	1:30	4

Objective: Activate your fan and hit your opponent to gain AP for kills.

Ignore the feeling of déjà vu here, though Sackboy is once again asked to deploy his fan in Franzea (you might call it "Fan-zea" after this... but you shouldn't). This time, however, it doesn't actually need to be used against your foes if you don't wish. Just parking the fan in the corner of the level pointed away from anyone else still gives you the AP gaining benefits, but there's something to be said for learning to actually use one of Sackboy's most powerful moves. Try throwing down a fan and then dashing (→ △ or → △ Xhold) through the blast toward your enemies. You'll rack up some huge hits and bank a ton of AP in the process. Once again, waiting for a Level 3 Super is the easiest way to close out the Trial, though if you're having trouble reaching your foes in bubble form as they float upward, try a jumping ↑ □ to grapple up to them.

SACKBOY — TELEPORT TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Big Daddy	Paris	2:00	2
Legend	PaRappa, Drake	Dojo	1:40	4
All-Star	Raiden, Sweet Tooth	Metropolis	1:30	4

Objective: Teleport and follow up with hits to earn AP for kills.

Like the Fan Trial, you don't absolutely have to use Sackboy's most powerful and sneaky move, but why not use the challenge to help build some experience for putting it into practice for battles against real players? Start by dropping a Checkpoint Anchor (↓ △) in the lower central area. Since Checkpoint Anchors can be destroyed, it can pay to also place them high up in the air after, say, a double jump. The key to effective use is placing the teleport during the heat of battle away from the main conflict and then heading back into the fray yourself. If things get dicey (like, say, a Level 2 Super from an enemy like Fat Princess or PaRappa that require avoidance), a teleport out of danger (↓ △ again) can save your bacon—and keep the attacker from tipping the score in their favor. For this challenge, however, Sackboy must exit the Checkpoint Anchor to rack up AP. Level 3 Super finisher to close, anyone?

SIR DANIEL — SHIELD TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Ratchet	Columbia	2:00	2
Legend	Jak, Radec	Black Rock Stadium	1:40	4
All-Star	Sackboy, Cole, Evil Cole	Alden's Tower	1:30	4

Objective: Activate Sir Daniel's shield and follow up with hits to earn AP for kills.

The hardest part about this Trial is just getting the friggin' shield out. All three combatants pile on plenty of harassment: Sackboy's fan, the Coles' electricity grenades on the ground and in the air, and of course lots of Hero melee attacks, as well. Block and roll Sir Daniel away if there's too much commotion, and once the shield is out, make the most of some of Sir Dan's attacks—the VD leg sweep is fantastic for not just hitting enemies in front multiple times, but tagging ones behind, too. Building AP should be relatively easy as long as D gets pressed whenever there's a few moments of breathing room. The move takes a while to fully complete, and the AP harvesting effect won't activate until the animation completely finishes. With a little luck and these tips, getting a Level 3 Super before the 1:00 mark should be cake, and it might even be possible to rack up all four kills in one go—something most characters could only dream of pulling off.

SLY COOPER — TELEPORT TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sackboy	Time Station	2:00	2
Legend	Fat Princess, Raiden	Columbia	1:40	4
All-Star	Jak, PaRappa	Paris	1:30	4

Objective: Teleport and follow up with hits to earn AP for kills.

Sly's teleport (↑ △) is anything but a "get out of jail free" card. It's quick and in some cases can even be used in lieu of his standard ○ counter-attack, but teleports should be used to slip out of tight spots wherever possible. The fact that Sly can't block means Jak's constant long-range weapons fire and PaRappa's ability to quickly get in close are going to make this a very difficult challenge indeed. Concentrate on making the most of the teleports; as soon as Sly is behind his target, unload with some meaty combos or even chain the teleport into a reversal for added AP. Air teleports are generally not a good idea against the AI, as it's quite good at keeping track of where Sly ends up—even if you can't.

SLY COOPER — INVISIBILITY TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sweet Tooth	San Francisco	2:00	2
Legend	Ratchet, Spike	Franzea	1:40	4
All-Star	Sackboy, Drake	Invasion	1:30	4

Objective: You must be invisible to gain AP for kills.

Now comes the reason why Sly is so very different from the rest of the PlayStation All-Stars roster: instead of blocking, he simply turns invisible—or at least very, very close. There's a faint outline, but in the chaos of a big free-for-all fight, it's likely few players will be able to track the master thief unless they're being hit by him. The AI isn't quite as clueless, but at least most of Sly's repertoire works even when he's cloaked by near-invisibility. Keep on the attack, but make sure to stay on L1 to ensure AP is being stocked whenever possible (this will easily be the most difficult part of the Trial, as any contact knocks Sly out of his cloaked effect). Remember, too, that even Sly's Supers can be unleashed while invisible. It may not be incredibly effective against the AI, but in the real world, a giant pink hippo appearing out of nowhere is sure to throw anyone off guard.

Thievius Raccoonus

SLY COOPER — COUNTER-ATTACK TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Sir Daniel	Stowaways	2:00	2
Legend	Big Daddy, Kratos	Metropolis	1:40	4
All-Star	Nariko, Radec	Alden's Tower	1:30	4

Objective: Successfully counter-attack with Sly's ↑ ○ attack to build AP for kills.

Sly is one of the oddest characters in the Battle Royale: he can't block, he doesn't roll, but he can turn an enemy's attacks against them, just like a few other characters. Tap ○ (no need for directions, this is a neutral action) at the right time, and the attack is negated, AP generation kicks in, and this Trial becomes trivial. Sure, you've probably done a Trial or four like this before, but Sly's decidedly funky move set really makes him unique among the fighters. Remember, L1 won't block attacks, but it can turn the raccoon nearly invisible. The only problem? The AI in this Trial can see him plain as day. Don't bother being sneaky here; just reverse those attacks and go to town, and this little test of reflexes is yours.

SPIKE — APE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	PaRappa	Black Rock Stadium	2:00	2
Legend	Sackboy, Toro	San Francisco	1:40	4
All-Star	Sly Cooper, Jak	Franzea	1:30	4

Objective: Use your ape attacks to gain AP for kills.

Spike is an interesting character in that he has a means of both directly attacking the enemy and releasing helper apes to distract or annoy opponents. As anyone who has had to play against high-level AI in control of Spike, his ability to stun, teleport, and overwhelm though sheer range and speed is something to be feared. With you in control, however, the tables can be turned at least a little. Sly's hat mines and electrically-charged slides mean it's actually a smart idea to stay in the air. Call forth your simian allies by pressing ↓ ○ (holding for longer lengths introduces more powerful versions as needed, but even the vanilla attacks build AP quickly), and consider sticking to Level 1 Supers when enemies are in range; Spike's got a really fast basic Super that can often catch even the AI by surprise.

SPIKE — TELEPORT TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Kratos	Hades	2:00	2
Legend	Sir Daniel, Nariko	Invasion	1:40	4
All-Star	Fat Princess, Evil Cole	Stowaways	1:30	4

Objective: Teleport and follow up with hits to earn AP for kills.

The close confines of the start of Stowaways is perfect for making the most of the AP-qualifying effects of teleporting. Tapping ↑ ○ is all that's needed to bamf out of existence and back, and tight quarters means building Super levels is quite easy (especially given how many quick attacks Spike has). Instead of saving up too much, try building close to—but not quite all the way past—the Level 2 Super, then let loose with a little net-catching action to quickly rack up kills. With solid combos, it's possible to net all four kills before things completely spill out into the open air, but the tight confines offer plenty of chances to make progress toward the four necessary either way.

SWEET TOOTH — LAND MINE TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Dante	Hades	2:00	2
Legend	Cole, Big Daddy	Metropolis	1:40	4
All-Star	Raiden, Spike	Time Station	1:30	4

Objective: You must have a land mine out to gain AP for kills.

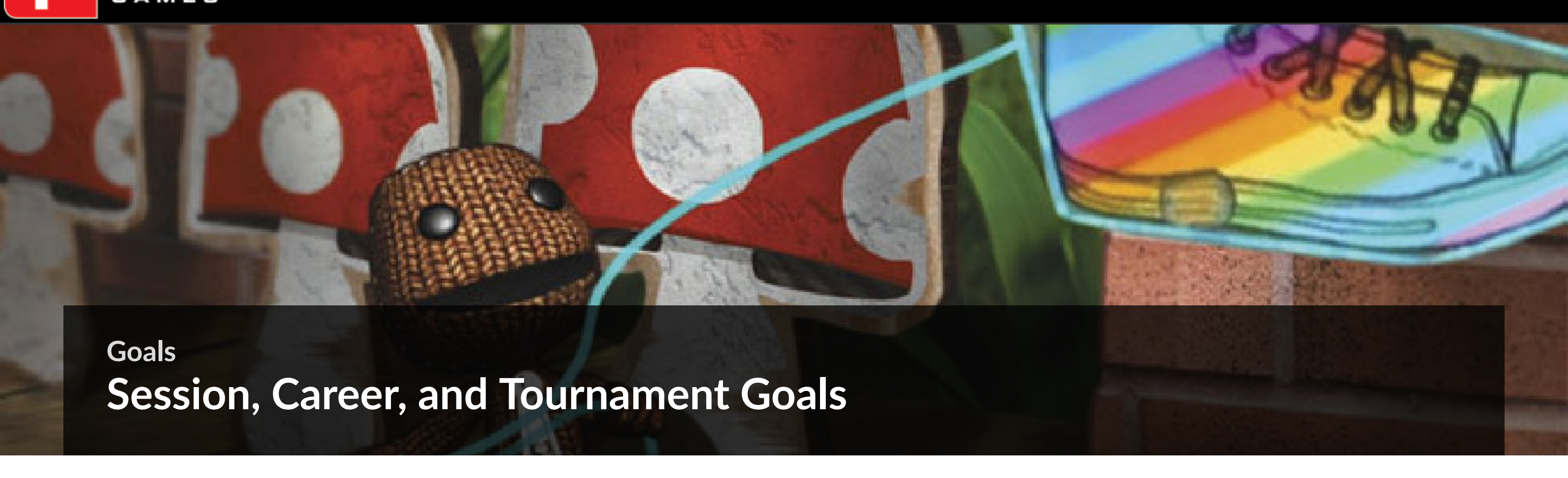
The hardest part of this challenge is actually keeping the mines out. Sweet Tooth's explosive discs are so effective that it's likely they won't be out for more than a few seconds before another is needed. On top of that, he gains AP at such a ridiculously high rate that there's really not much in the way of hurting for Supers. Don't be stingy with their use, literally kicking booty all the way to the end of the Trial and on to the next.

TORO — SLEEPING TRIAL

Difficulty	Opponent(s)	Level	Time Limit	Kills Required
Hero	Fat Princess	Black Rock Stadium	2:00	2
Legend	Sweet Tooth, Dante	Stowaways	1:40	4
All-Star	Sir Daniel, Radec	Alden's Tower	1:30	4

Objective: Fall asleep to earn AP for kills.

This has to be the most bizarre and hilarious of all the Trials in PlayStation All-Stars Battle Royale. Yes, you read that right: to gain AP in this, Toro must literally do nothing. That's right, you tap one button (○) to fall asleep, which slowly rewards AP. This can be done in the air or on the ground, or if you're feeling especially ambitious, ...wait for it... both. Just stay away from the fray until Toro's bagged a Level 2 Super, then crank out that falling star and sit back to enjoy the resulting explosion. Repeat a few more times, and this final unique character-specific Trial is all yours.



Goals

Session, Career, and Tournament Goals

Think of Goals as simple tasks that can always be completed while playing in matches. Besides adding extra challenge, there are plenty of incentives to work toward Goals, as they unlock additional RP for leveling up characters, as well as new Icons, Titles, and Backings for your Profile. With more than 400 individual Goals to complete, there's almost no end to the ways to bag a few extra RP in every match.

Session

Note

The Gift That Keeps on Giving

Session Goals have the unique distinction of being repeat rewards; every 20 hours, they reset, allowing you to attempt them anew.

Session Goals

Rundown

#	Goal Name	Objective	Reward
1	Triumphant I	Win two match-made games	+500 RP
2	Triumphant II	Win three match-made games	+750 RP
3	Triumphant III	Win four match-made games	+1000 RP
4	Total Score I	Earn a total Score of 5 in match-made games	+1250 RP
5	Total Score II	Earn a total Score of 10 in match-made games	+1500 RP
6	Total Score III	Earn a total Score of 25 in match-made games	+1750 RP
7	Variety I	Complete two match-made games using different characters	+2750 RP
8	Variety II	Complete three match-made games using different characters	+3000 RP
9	Variety III	Complete five match-made games using different characters	+3250 RP

Career

Career Goals

Rundown

#	Goal Name	Objective	Reward
1	Well-Rounded I	Reach Rank 10 with two different characters	+1000 RP
2	Well-Rounded II	Reach Rank 10 with three different characters	+1500 RP / Icon
3	Well-Rounded III	Reach Rank 10 with five different characters	+2500 RP / Icon
4	Well-Rounded IV	Reach Rank 10 with eight different characters	+4000 RP / Icon
5	Well-Rounded V	Reach Rank 10 with twelve different characters	+5500 RP / Icon
6	Well-Rounded VI	Reach Rank 10 with sixteen different characters	+7000 RP / Icon
7	Well-Rounded VII	Reach Rank 10 with twenty different characters	+10000 RP / Icon
8	Expertise I	Reach Rank 20 with two different characters	+1000 RP
9	Expertise II	Reach Rank 20 with three different characters	+1500 RP / Icon
10	Expertise III	Reach Rank 20 with five different characters	+2500 RP / Icon
11	Expertise IV	Reach Rank 20 with eight different characters	+4000 RP / Icon
12	Expertise V	Reach Rank 20 with twelve different characters	+5500 RP / Icon
13	Expertise VI	Reach Rank 20 with sixteen different characters	+7000 RP / Background
14	Expertise VII	Reach Rank 20 with twenty different characters	+10000 RP / Background
15	Mastery I	Reach Rank 40 with two different characters	+1000 RP / Icon
16	Mastery II	Reach Rank 40 with three different characters	+1500 RP / Icon
17	Mastery III	Reach Rank 40 with five different characters	+2500 RP / Icon
18	Mastery IV	Reach Rank 40 with eight different characters	+4000 RP / Icon
19	Mastery V	Reach Rank 40 with twelve different characters	+5500 RP / Icon
20	Mastery VI	Reach Rank 40 with sixteen different characters	+7000 RP / Background
21	Mastery VII	Reach Rank 40 with twenty different characters	+10000 RP / Background
22	Veteran I	Complete 15 matches in any game mode	+1000 RP
23	Veteran II	Complete 100 matches in any game mode	+1500 RP
24	Veteran III	Complete 200 matches in any game mode	+2500 RP
25	Veteran IV	Complete 350 matches in any game mode	+4000 RP
26	Veteran V	Complete 500 matches in any game mode	+5500 RP
27	Veteran VI	Complete 750 matches in any game mode	+7000 RP
28	Veteran VII	Complete 1000 matches in any game mode	+10000 RP
29	Running Tally I	Earn pre-Overtime total Score of 50 in any game mode	+1000 RP
30	Running Tally II	Earn pre-Overtime total Score of 100 in any game mode	+1500 RP
31	Running Tally III	Earn pre-Overtime total Score of 175 in any game mode	+2500 RP
32	Running Tally IV	Earn pre-Overtime total Score of 250 in any game mode	+4000 RP
33	Running Tally V	Earn pre-Overtime total Score of 750 in any game mode	+5500 RP
34	Running Tally VI	Earn pre-Overtime total Score of 1200 in any game mode	+7000 RP
35	Running Tally VII	Earn pre-Overtime total Score of 2000 in any game mode	+10000 RP

Tournament

Tournament Goals

Rundown

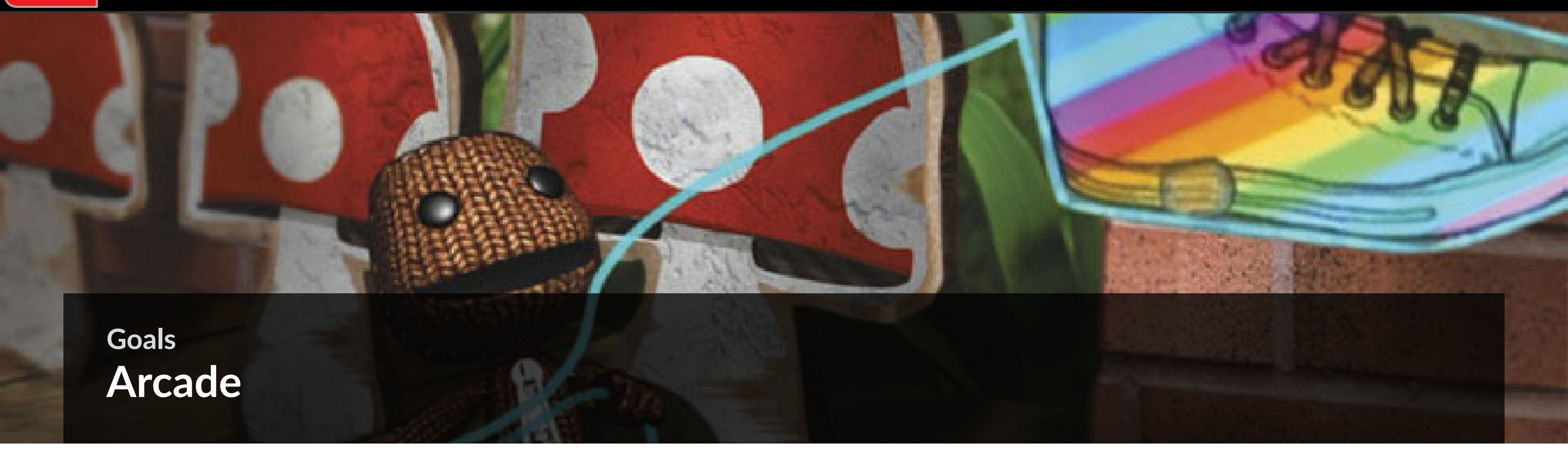
Goal Name	Objective	Reward
Full Sessions I	Complete all tiers of a Session Goal two times	+1000 RP
Full Sessions II	Complete all tiers of a Session Goal ten times	+1500 RP
Full Sessions III	Complete all tiers of a Session Goal 25 times	+2500 RP
Full Sessions IV	Complete all tiers of a Session Goal 50 times	+4000 RP
Full Sessions V	Complete all tiers of a Session Goal 100 times	+5500 RP
Full Sessions VI	Complete all tiers of a Session Goal 150 times	+7000 RP
Full Sessions VII	Complete all tiers of a Session Goal 200 times	+10000 RP
Victory I	Win two FFA match-made games	+1000 RP
Victory II	Win ten FFA match-made games	+1500 RP
Victory III	Win 25 FFA match-made games	+2500 RP
Victory IV	Win 35 FFA match-made games	+4000 RP
Victory V	Win 50 FFA match-made games	+5500 RP
Victory VI	Win 75 FFA match-made games	+7000 RP
Victory VII	Win 150 FFA match-made games	+10000 RP
Champions I	Win two 2v2 match-made games	+1000 RP
Champions II	Win ten 2v2 match-made games	+1500 RP
Champions III	Win twenty 2v2 match-made games	+2500 RP
Champions IV	Win 35 2v2 match-made games	+4000 RP
Champions V	Win 50 2v2 match-made games	+5500 RP
Champions VI	Win 75 2v2 match-made games	+7000 RP
Champions VII	Win 150 2v2 match-made games	+10000 RP
Allies I	Complete two 2v2 online match-made games with a friend in your party	+1000 RP
Allies II	Complete ten 2v2 online match-made games with a friend in your party	+1500 RP
Allies III	Complete 20 2v2 online match-made games with a friend in your party	+2500 RP
Allies IV	Complete 35 2v2 online match-made games with a friend in your party	+4000 RP
Allies V	Complete 50 2v2 online match-made games with a friend in your party	+5500 RP
Allies VI	Complete 75 2v2 online match-made games with a friend in your party	+7000 RP
Allies VII	Complete 150 2v2 online match-made games with a friend in your party	+10000 RP
Pro Multi-Kills I	Get five Multi-Kills with a Level 2 Super in match-made games	+1000 RP
Pro Multi-Kills II	Get ten Multi-Kills with a Level 2 Super in match-made games	+1500 RP
Pro Multi-Kills III	Get 20 Multi-Kills with a Level 2 Super in match-made games	+2500 RP
Pro Multi-Kills IV	Get 40 Multi-Kills with a Level 2 Super in match-made games	+4000 RP
Pro Multi-Kills V	Get 75 Multi-Kills with a Level 2 Super in match-made games	+5500 RP
Pro Multi-Kills VI	Get 125 Multi-Kills with a Level 2 Super in match-made games	+7000 RP
Pro Multi-Kills VII	Get 300 Multi-Kills with a Level 2 Super in match-made games	+10000 RP
Ace Multi-Kills I	Get three Multi-Kills with a Level 1 Super in match-made games	+1000 RP
Ace Multi-Kills II	Get ten Multi-Kills with a Level 1 Super in match-made games	+1500 RP
Ace Multi-Kills III	Get 20 Multi-Kills with a Level 1 Super in match-made games	+2500 RP
Ace Multi-Kills IV	Get 35 Multi-Kills with a Level 1 Super in match-made games	+4000 RP
Ace Multi-Kills V	Get 50 Multi-Kills with a Level 1 Super in match-made games	+5500 RP
Ace Multi-Kills VI	Get 75 Multi-Kills with a Level 1 Super in match-made games	+7000 RP
Ace Multi-Kills VII	Get 150 Multi-Kills with a Level 1 Super in match-made games	+10000 RP
Positive Performance	Finish 50 match-made games with a positive score before Overtime (repeatable)	+10000 RP
Vaporized I	Get 10 Kills in match-made games	+1000 RP
Vaporized II	Get 25 Kills in match-made games	+1500 RP
Vaporized III	Get 50 Kills in match-made games	+2500 RP
Vaporized IV	Get 100 Kills in match-made games	+4000 RP
Vaporized V	Get 150 Kills in match-made games	+5500 RP
Vaporized VI	Get 300 Kills in match-made games	+7000 RP
Vaporized VII	Get 500 Kills in match-made games	+10000 RP
Invincible I	Win two match-made games without getting killed. Can be repeated seven times for increased RP rewards.	+1000 RP
Domination I	Finish two match-made games with at least five more Kills than deaths	+1000 RP
Domination II	Finish five match-made games with at least five more Kills than deaths	+1500 RP
Domination III	Finish 15 match-made games with at least five more Kills than deaths	+2500 RP
Domination IV	Finish 30 match-made games with at least five more Kills than deaths	+4000 RP
Domination V	Finish 50 match-made games with at least five more Kills than deaths	+5500 RP
Domination VI	Finish 100 match-made games with at least five more Kills than deaths	+7000 RP
Domination VII	Finish 150 match-made games with at least five more Kills than deaths	+10000 RP
Strong Game I	Complete two match-made games with at least a Score of 4 before Overtime	+1000 RP
Strong Game II	Complete five match-made games with at least a Score of 4 before Overtime	+1500 RP
Strong Game III	Complete 15 match-made games with at least a Score of 4 before Overtime	+2500 RP
Strong Game IV	Complete 30 match-made games with at least a Score of 4 before Overtime	+4000 RP
Strong Game V	Complete 50 match-made games with at least a Score of 4 before Overtime	+5500 RP
Strong Game VI	Complete 100 match-made games with at least a Score of 4 before Overtime	+7000 RP
Strong Game VII	Complete 150 match-made games with at least a Score of 4 before Overtime	+10000 RP
Great Game I	Complete two match-made games with at least a Score of 7 Overtime	+1000 RP
Great Game II	Complete five match-made games with at least a Score of 7 Overtime	+1500 RP
Great Game III	Complete 15 match-made games with at least a Score of 7 Overtime	+2500 RP
Great Game IV	Complete 30 match-made games with at least a Score of 7 Overtime	+4000 RP
Great Game V	Complete 50 match-made games with at least a Score of 7 Overtime	+5500 RP
Great Game VI	Complete 100 match-made games with at least a Score of 7 Overtime	+7000 RP
Great Game VII	Complete 150 match-made games with at least a Score of 7 Overtime	+10000 RP
Awesome Game I	Complete two match-made games with at least a Score of 10 before Overtime	+1000 RP
Awesome Game II	Complete five match-made games with at least a Score of 10 before Overtime	+1500 RP
Awesome Game III	Complete 15 match-made games with at least a Score of 10 before Overtime	+2500 RP
Awesome Game IV	Complete 30 match-made games with at least a Score of 10 before Overtime	+4000 RP
Awesome Game V	Complete 50 match-made games with at least a Score of 10 before Overtime	+5500 RP
Awesome Game VI	Complete 100 match-made games with at least a Score of 10 before Overtime	+7000 RP
Awesome Game VII	Complete 150 match-made games with at least a Score of 10 before Overtime	+10000 RP

Ranked Match

Ranked Match Goals

Rundown

#	Goal Name	Objective	Reward	Times
1	End of Seasons	Finish a Tournament season with a Yellow Belt or better	Titles	1
2	Green Belt Season FFA I	Finish one Tournament season(s) with a Green Belt or higher in FFA or better	FFA Titles	8
3	Green Belt Season 2v2 I	Finish one Tournament season(s) with a Green Belt or higher in 2v2	Team Titles	8
4	Purple Belt Season FFA I	Finish one Tournament season(s) with a Purple Belt in FFA or better	FFA Titles	8
5	Purple Belt Season 2v2 I	Finish one Tournament season(s) with a Purple Belt in 2v2 or better	Team Titles	8
6	Red Belt Season FFA I	Finish one Tournament season(s) with a Red Belt in FFA or better	FFA Titles	8
7	Red Belt Season 2v2 I	Finish one Tournament season(s) with a Red Belt in 2v2 or better	Team Titles	8
8	Brown Belt Season FFA I	Finish one Tournament season(s) with a Brown Belt in FFA or better	FFA Titles	8
9	Brown Belt Season 2v2 I	Finish one Tournament season(s) with a Brown Belt in 2v2 or better	Team Titles	8
10	Black Belt Season FFA I	Finish one Tournament season(s) with a Black Belt in FFA or better	FFA Titles	8
11	Black Belt Season 2v2 I	Finish one Tournament season(s) with a Black Belt in 2v2 or better	Team Titles	8



Goals

Arcade

Note

All In

While only the basic goals related to finishing Arcade mode are listed here since they apply to every character, note that these goals are per-character, so finishing the game with Kratos will only unlock a single Arcade Goal. On the plus side, that means there are a whopping 120 Goals in the Arcade section alone. That's 230,000 RP for finishing the game with every character on All-Star difficulty without dying or retrying!

Arcade Goals

Rundown

#	Goal Name	Objective	Reward
1	Arcade Victories I	Win two Arcade matches	+1000 RP
2	Arcade Victories II	Win five Arcade matches	+1500 RP
3	Arcade Victories III	Win 10 Arcade matches	+2500 RP
4	Arcade Victories IV	Win 25 Arcade matches	+4000 RP
5	Arcade Victories V	Win 50 Arcade matches	+5500 RP
6	Arcade Victories VI	Win 100 Arcade matches	+7000 RP
7	Arcade Victories VII	Win 300 Arcade matches	+10000 RP
8	Story Complete (Applies to All Characters)	Finish Arcade mode on Hero or better with a character	+1000 RP
9	Closed Chapter (Applies to All Characters)	Finish Arcade mode on Legend or better with a character	+1500 RP
10	Hard End (Applies to All Characters)	Finish Arcade mode on All-Star with a character	+2000 RP
11	Perfected (Applies to All Characters)	Finish Arcade mode on Hero or better without losing or retrying with a character	+1500 RP
12	Flawless (Applies to All Characters)	Finish Arcade mode on Legend or better without losing or retrying with a character	+2500 RP
13	Immaculate (Applies to All Characters)	Finish Arcade mode on All-Star without losing or retrying with a character	+3000 RP

Combat Trial

Note

Thrice Tested

Like the Arcade Goals, this guide abbreviates things a little for the Combat Trial Goals. Each individual character's Hero, Legend, and All-Star Trials offer the same RP rewards for completing them all. Don't forget that just cumulatively completing the three difficulty levels and notching a set number of Trials will also yield rewards.

Combat Trial Goals

Rundown

#	Goal Name	Objective	Reward
1	General Trials Complete (Hero/Legend/All-Star)	Finish all General Combat Trials on Hero, Legend, and All-Star	+3500 /+5500 /+7000RP
2	Character Trials Complete (Hero/Legend/All-Star)	Finish all Character Combat Trials on Hero/Legend/All-Star with a single character. Applies to all characters.	+2500 /+4000 /+10000RP
3	Hero Trials I	Complete two Combat Trials on Hero or better	+1000 RP
4	Hero Trials II	Complete ten Combat Trials on Hero or better	+1500 RP
5	Hero Trials III	Complete 25 Combat Trials on Hero or better	+2500 RP
6	Hero Trials IV	Complete 50 Combat Trials on Hero or better	+4000 RP
7	Hero Trials V	Complete 100 Combat Trials on Hero or better	+5500 RP
8	Hero Trials VI	Complete 200 Combat Trials on Hero or better	+7000 RP
9	Hero Trials VII	Complete 500 Combat Trials on Hero or better	+10000 RP
10	Legend Trials I	Complete two Combat Trials on Legend or better	+1000 RP
11	Legend Trials II	Complete ten Combat Trials on Legend or better	+1500 RP
12	Legend Trials III	Complete 25 Combat Trials on Legend or better	+2500 RP
13	Legend Trials IV	Complete 50 Combat Trials on Legend or better	+4000 RP
14	Legend Trials V	Complete 100 Combat Trials on Legend or better	+5500 RP
15	Legend Trials VI	Complete 200 Combat Trials on Legend or better	+7000 RP
16	Legend Trials VII	Complete 500 Combat Trials on Legend or better	+10000 RP
17	All-Star Trials I	Complete two Combat Trials on All-Star or better	+1000 RP
18	All-Star Trials II	Complete ten Combat Trials on All-Star or better	+1500 RP
19	All-Star Trials III	Complete 25 Combat Trials on All-Star or better	+2500 RP
20	All-Star Trials IV	Complete 50 Combat Trials on All-Star or better	+4000 RP
21	All-Star Trials V	Complete 100 Combat Trials on All-Star or better	+5500 RP
22	All-Star Trials VI	Complete 200 Combat Trials on All-Star or better	+7000 RP
23	All-Star Trials VII	Complete 500 Combat Trials on All-Star or better	+10000 RP

Verus

Versus Goals

Rundown

#	Goal Name	Objective	Reward
1	Custom Games I	Complete two Versus matches	+1000 RP
2	Custom Games II	Complete ten Versus matches	+1500 RP
3	Custom Games III	Complete 25 Versus matches	+2500 RP
4	Custom Games IV	Complete 50 Versus matches	+4000 RP
5	Custom Games V	Complete 100 Versus matches	+5500 RP
6	Custom Games VI	Complete 200 Versus matches	+7000 RP
7	Custom Games VII	Complete 500 Versus matches	+10000 RP
8	Invite Only I	Complete three Versus matches with three other human players	+1000 RP
9	Invite Only II	Complete 15 Versus matches with three other human players	+1500 RP
10	Invite Only III	Complete 30 Versus matches with three other human players	+2500 RP
11	Invite Only IV	Complete 75 Versus matches with three other human players	+4000 RP
12	Invite Only V	Complete 150 Versus matches with three other human players	+5500 RP
13	Invite Only VI	Complete 300 Versus matches with three other human players	+7000 RP
14	Invite Only VII	Complete 600 Versus matches with three other human players	+10000 RP
15	Full Cast	Complete 20 Versus matches using 20 different characters	+1000 RP
16	With Ease	Win a Versus match against a team of three AI opponents on CPU 2 difficulty or better	+1000 RP
17	Well Done	Win a Versus match against a team of three AI opponents on CPU 3 difficulty or better	+1500 RP
18	Solid	Win a Versus match against a team of three AI opponents on CPU 4 difficulty or better	+2500 RP
19	Insanity	Win a Versus match against a team of three AI opponents on CPU 5 difficulty or better	+4000 RP
20	Champions VI	Win 75 2v2 match-made games	+7000 RP

Rewards

Profile Rewards

Finishing matches and completing Goals in PlayStation All-Stars isn't just a fun way to pass the time; it's also a way to unlock fabulous rewards you can use to customize your experience. Deck out your Player Card with Icons, Backgrounds, and Titles to show off your All-Star accomplishments online! Unlock new costumes, Taunts, victory music, and more for each of your characters! There are more than 600 unlockable items in the game, each with increasingly difficult requirements.

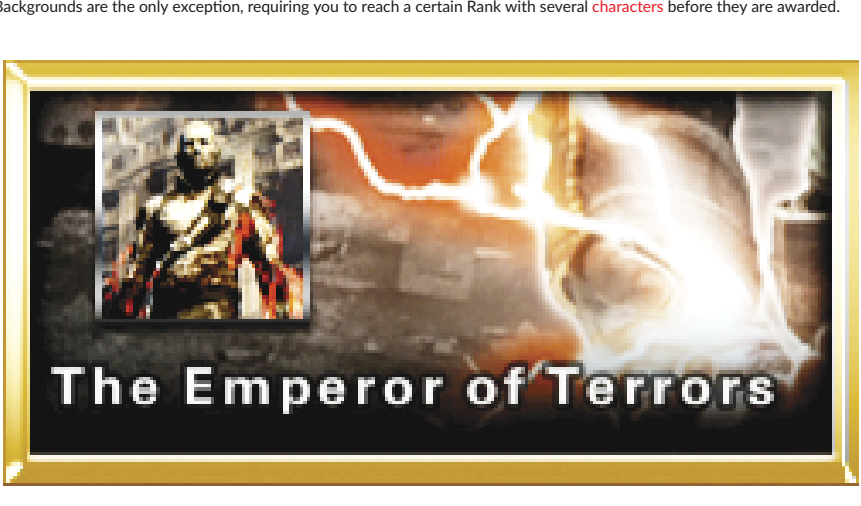
To become a true All-Stars all-star, you're going to have to finish a lot of matches and bank an impressive amount of Ranking Points with the entire cast before you can unlock all of them. Luckily, this guide provides a full list of every unlockable item and their requirements, so you can easily focus on the prizes you desire most.

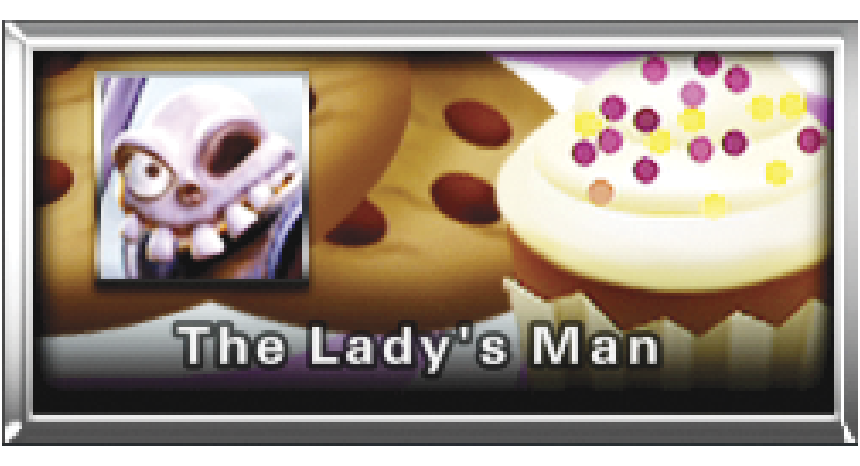
Profile Rewards

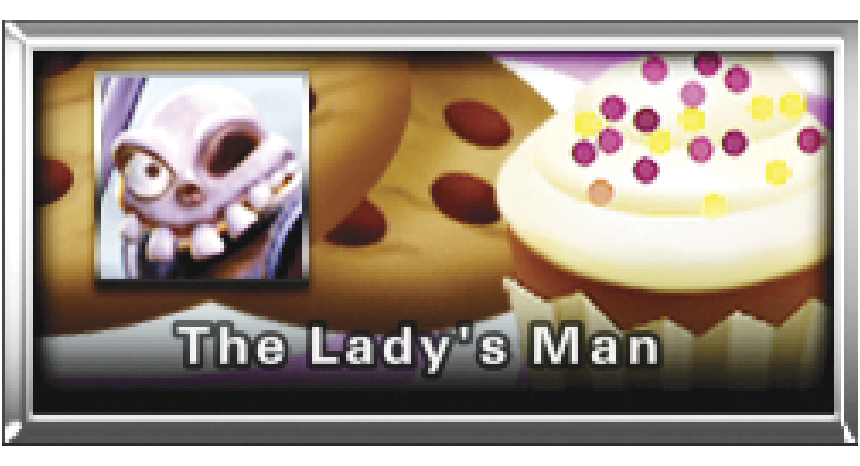
Profile Rewards consist of various pieces of artwork or distinct phrases that can be used to customize your Profile Card and show off your All-Star career accomplishments. A majority of unlocks are directly tied to a character's rank, so getting them all is just a matter of earning the 300,000RP required to achieve Rank 300… with every character. All those zeros may look daunting in print, but with 443 Goals and a laundry list of match bonuses, PlayStation All-Stars is a reward piñata: just go hit stuff until all those delicious Ranking Points start falling out.

Backgrounds

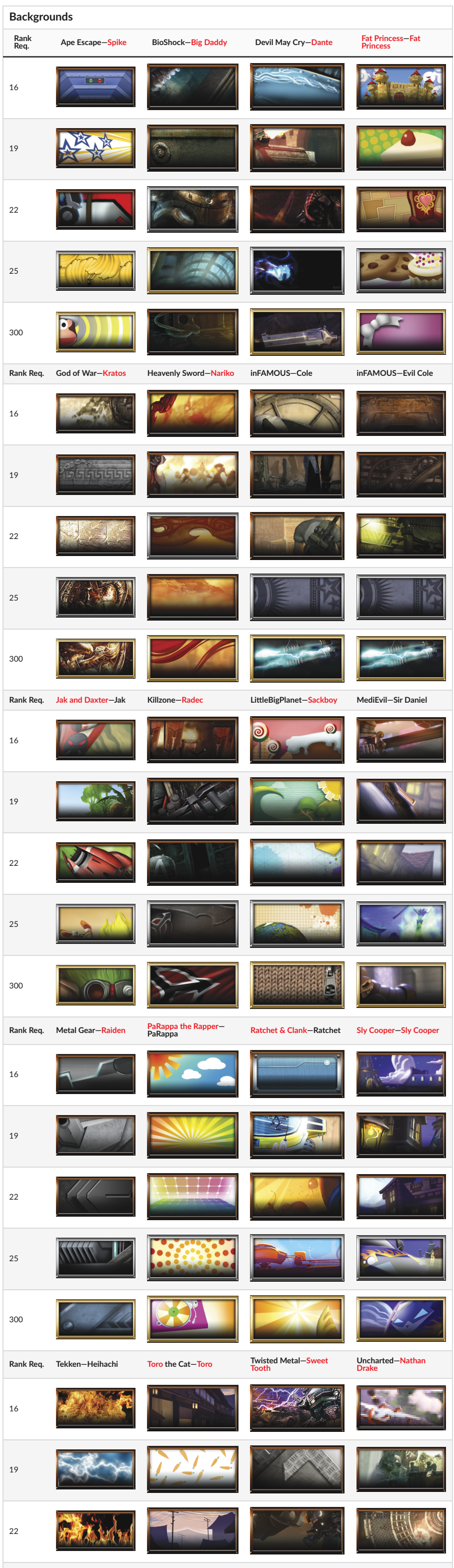
Each character has five Backgrounds to unlock, with one each rewarded at Ranks 16, 19, 22, 25, and 300. Resistance Backgrounds are the only exception, requiring you to reach a certain Rank with several characters before they are awarded.



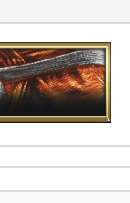
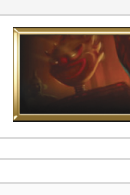
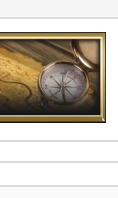
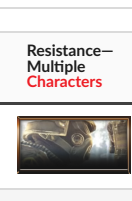
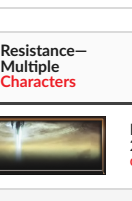




Backgrounds



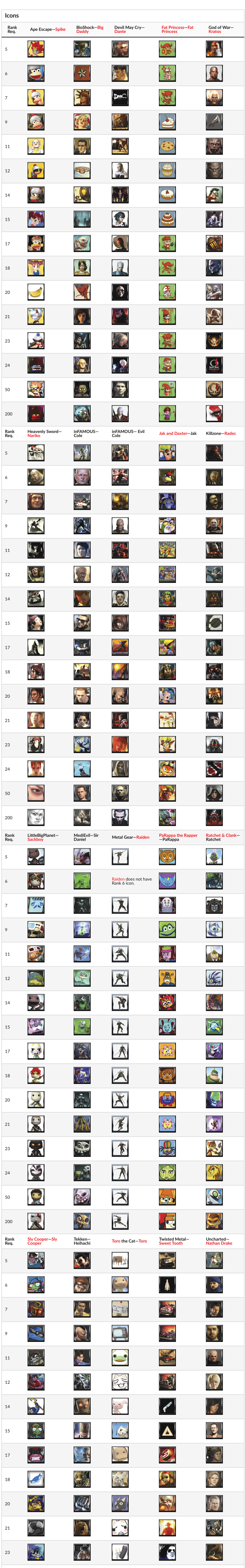
Rank Req.	Ape Escape—Spike	BioShock—Big Daddy	Devil May Cry—Dante	Fat Princess—Fat Princess
16				
19				
22				
25				
300				
Rank Req.	God of War—Kratos	Heavenly Sword—Nariko	inFAMOUS—Cole	inFAMOUS—Evil Cole
16				
19				
22				
25				
300				
Rank Req.	Jak and Daxter—Jak	Killzone—Radec	LittleBigPlanet—Sackboy	MediEvil—Sir Daniel
16				
19				
22				
25				
300				
Rank Req.	Metal Gear—Raiden	PaRappa the Rapper—PaRappa	Ratchet & Clank—Ratchet	Sly Cooper—Sly Cooper
16				
19				
22				
25				
300				
Rank Req.	Tekken—Heihachi	Toro the Cat—Toro	Twisted Metal—Sweet Tooth	Uncharted—Nathan Drake
16				
19				
22				
25				
300				

Rank Req.	Resistance—Multiple Characters	Rank Req.	Resistance—Multiple Characters	Rank Req.	Resistance—Multiple Characters
Reach Rank 10 with 20 different characters		Reach Rank 40 with 16 different characters		Reach Rank 40 with 20 different characters	
Reach Rank 20 with 16 different characters		Reach Rank 20 with 20 different characters			

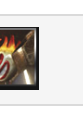
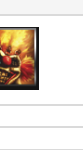
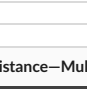
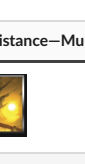
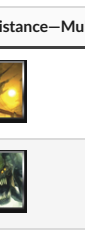
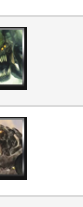
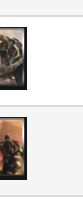
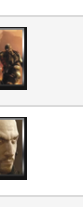
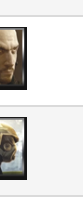
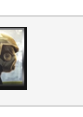
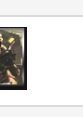
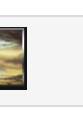
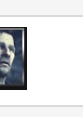
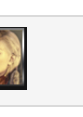
Icons

Each character has 16 Icons to unlock that become available at Ranks 5, 6, 7, 9, 11, 12, 14, 15, 17, 18, 20, 21, 23, 24, 50, and 200. Resistance Icons are the only exception: only 14 Icons are available, each requiring you to reach a certain Rank with several characters before they become available.

Icons



Rank Req.	Ape Escape—Spike	BioShock—Big Daddy	Devil May Cry—Dante	Fat Princess—Fat Princess	God of War—Kratos
5					
6					
7					
9					
11					
12					
14					
15					
17					
18					
20					
21					
23					
24					
50					
200					
Rank Req.	Heavenly Sword—Nariko	inFAMOUS—Cole	inFAMOUS— Evil Cole	Jak and Daxter—Jak	Killzone—Radec
5					
6					
7					
9					
11					
12					
14					
15					
17					
18					
20					
21					
23					
24					
50					
200					
Rank Req.	LittleBigPlanet—Sackboy	MediEvil—Sir Daniel	Metal Gear—Raiden	PaRappa the Rapper—PaRappa	Ratchet & Clank—Ratchet
5					
6			Raiden does not have Rank 6 icon.		
7					
9					
11					
12					
14					
15					
17					
18					
20					
21					
23					
24					
50					
200					
Rank Req.	Sly Cooper—Sly Cooper	Tekken—Heihachi	Toro the Cat—Toro	Twisted Metal—Sweet Tooth	Uncharted—Nathan Drake
5					
6					
7					
9					
11					
12					
14					
15					
17					
18					
20					
21					
23					
24					
50					
200					

Rank Req.	Resistance—Multiple Characters
Reach Rank 10 with three different characters	
Reach Rank 10 with three different characters	
Reach Rank 10 with eight different characters	
Reach Rank 10 with 12 different characters	
Reach Rank 10 with 16 different characters	
Reach Rank 20 with three different characters	
Reach Rank 20 with five different characters	
Reach Rank 20 with eight different characters	
Reach Rank 20 with 12 different characters	
Reach Rank 40 with two different characters	
Reach Rank 40 with three different characters	
Reach Rank 40 with five different characters	
Reach Rank 40 with eight different characters	
Reach Rank 40 with 12 different characters	

FFA Titles

FFA Titles are unlocked by completing each tier of the various Ranked Match FFA Goals.

Green Belt Season FFA

I	II	III	IV	V	VI	VII	VIII
The Viking	The Sharpshooter	The Vandal	The Shaman	The Noble Seraph	The Duke	The Mercenary	The Dapper Chap
The Giant	The Alpha	The Wild Animal	The Wraith	The Poltergeist	The Earl	The Pirate	The Bloke
El Terrible	The Lethal Gentlemen	The Man	The Resolute	The Battle Emissary	El Magnifico	The VIP	The Aristocrat
The Ferocious Warrior	The Bigfoot	The G-Man	The Special Operative	The Bad News	Le Marquis	The Queen of Clubs	The Keen Conundrum
The Killer Robot	The Bad Luck Kid	The Caesar	The Guerilla Fighter	The Can Opener	The Patrician	The Hotshot	The Viscount
The Conqueror	The Jinxed Hexer	The Rose's Thorn	The Bomb Thrower	The Bad Break	The Insolent	The Swashbuckler	The Commandant
El Furioso	The Bounty Hunter	The Crackerjack	The Bully	The Natural Disaster	The Earthquake	The Wanderer	The Flying Saucer
The General	The Crippler	The Bad Omen	The Wildcat	The Conductor	The Benefactor	The Big Deal	The Killer Goldfish
The Venomous Serpent	The Captain	The Colonel	The Impish Lamia	The Con Man	The Miscreant	The Magnate	The Coup D'etat
The Grasp of Glory	The Punk Brat	The Spotlight	The Guiltless Bravado	The Trickster	The Ruffian	The Diva	The Insurgent
The Unyielding Knight	The Unscrupulous Rogue	The Rock Star	The Rabid Psycho	The Creator	The Hooligan	The Great Offender	The Elegant Dagger
The Sorcerer	The Snarky Jester	The Void Master	The Trophy Collector	The Specialist	The Arcane Illusionist	The Sophisticate	The Postal Worker
The Wizard	The Paradigm Shift	The Nomad	The Patron	The Founder	The Degenerate	The Stealth Operator	The Motor Head
The Magician	The Skill Guru	The Bump in the Night	The Righteous	The Valorous	The Anti-Hero	The Lucid Dreamer	The Pegasus
The Shot Caller	The Hit Man	The Autocrat	The Commissar	The Templar	The Notorious	The Hoodlum	The Toe Stomper
			The Mortician				

Purple Belt Season FFA

I	II	III	IV	V	VI	VII	VIII
The Ragin' Cajun	The Lunch Box	The Botsanova	The First Boy	El Paso de Nachos	The Hard Rock	The Judge	The White Knight
The Dust Up Kid	The Troll Face	The Red-Headed Stepchild	The Gripper	The Buck Stops Here	The Knockout Artist	The Patriarch	The Reptile
The Closer	The Awesome One	The Crossing Guard	The Pious Heathen	The Boxy Business	The Silent Blade	The Paladin	The Saber Surgeon
The Gunslinger	The Jack of All	The Chill Dude	The Salty Dog	The Loopin' Third	The Sharpest Knife	The Count	The Brawler
The Desert Sheik	The Master of None	The Brass Tax	The Bald Buster	The Fun Machine	The Pride Breaker	The Mammoth	The Megalomaniac
The Lead Kite	The Crowd Pleaser	The Preacher	The Blanket	The Firehouse Dog	The Immaculate Machine	The Mutant	The Anarchist
The Imp	The Triple Sow Cow	The Envelope Please	The Menace of Venice	The Left Fielder	The Intimidator	The Gargoyle	The Flashbang Kid
The Gravity Well	The Double Dipper	The Last Mile	The Skipper	The Lover's Quarrel	The Kaiser	The Creature	The Sudden Downfall
The Party Rocker	The Idiot Savant	The Card Shark	The Hair of the Dog	The Mojo Overflow	The Illuminated One	The Ogre	El Tempesto
The Spark Plug	The Mind Bender	The Knuckle Dragger	The Bewildered	The Sushi Walker	The Black Mamba	The Sniper	The Squeaky Wheel
The Chalice Lifter	The Nice Guy	The Hairy Eyeball	The Endless Cow Bell	The Super Pheromone	The Warlock	The Marksman	The Alien Invader
The Young Money Kid	The Lady's Man	The Fussy Pants	The Missing Stock	The Afromania	The Warmonger	The Stone-hearted	The Finisher
The Roughneck	The Button Masher	The First Mate	The Sock It Wrench	El Guapo	The Liquidator	The Luminary	The Sheriff
The Athlete	The Black Cod	The Key Grip	The Fruit Cocktail	The Burning Beef	The Vaporizer	The Conquistador	The Mohawk Warrior
The Janitor	The Tri Tip		The Waitress	The Big Dirty	The Hatchet Man	The Warden	The Wild Boar
			El Encante				The Icy Shiver

Red Belt Season FFA

I	II	III	IV	V	VI	VII	VIII
The Live Wire	The Ascendant	The Zenith	The Dictator	The Goliath	The Reason You Quit	The Virus	The Celestial Hero
The Silver Lancer	The Enlightened One	The Daredevil	The Black Hole	The Trampling Colt	The Dirty Fighter	The Untamed	The Fiery Inferno
The Gypsy King	The Despot	The Maverick	The Sacred Fist	The Mustang	The Painmaker	The Ice Demon	The Temper Tantrum
The Monument	The Monarch	The Iceman	The Stabbing Bayonet	The Typhoon	The Last Word	The Laughing Troll	The Ruthless Warrior
The Kitchen Sink	The Last Gasp	The Prototype	The Barbed Wire	The Yokozuna	The Bastard Child	The Thunderbolt	The Poison Drinker
The Spinal Tap	The Restless Phantasm	The Sentinel	The Knuckle Duster	The Lasher	The Thumper	The Scimitar	The Mental Patient
The Fist Fighter	The Jarl	The Scorcher	The Scarlet Hook	The Slasher	The Third Degree	The Steel Cutlass	The Heartless
The Nightcrawler	The Peerless	The Hallow One	The Pale Rider	The Back Shade	The Sad Truth	The Cloaked Stiletto	The Dominion
The BAM BAM	The Hellion	The Total Package	The Pouncing Jaguar	The Green Beret	The Monster Mash	The Cicatrix	The Hand of Justice
The Saint	The Kraken	The Serrated Edge	The Aberration	The Grinder	The Bad Seed	The Bruiser	The Fatal Shock
The Mars Curiosity	The Gladiator	The Archangel	The Axe to Grind	The Franchise	The Sea of Red	The Master Commander	The Last Man Standing
The Night Owl	The Heavyweight	The Avenging Valkyrie	The Pyramid of Brawn	The Red Ring	The Executive	The Medusa	The Supernatural
The Maroon Marauder	The Archenemy	The Debaser	The Cyclops	The First Dimension	The Man in Charge	The Grizzly Bear	The Wretched One
The Pyrrhic Martyr	The Brass Spike	The Corruptor	The Gargantua	The Cleaner	El Grande	The Anaconda	The Natural
The Red Button	The Iron Maiden	The Rotten Core	The Powerhouse	The Nightrider	The Storied Vagrant	The Rhino's Horn	The Beatdown Chef
The Drill Sergeant		The Totalitarian		The Master Blaster	The Hacker	The Trampling Elephant	The Pinnacle
					The Perfect Defect		

Brown Belt Season FFA

I	II	III	IV	V	VI	VII	VIII
The Omega	The Hunter	The Shadow Ninja	The Eliminator	The Tragedy	The Combat King	The Raging Berserker	The Beast
The Kung Fu Dragon	The Nameless One	The Battle Master	The Raving Maniac	The Cataclysm	The Iron Fist	The Widowmaker	The Bonecrusher
The Nefarious	The Lone Wolf	The Complete Fighter	The Complete Lunatic	The Envied Idol	The Lord of Battle	The Angel of Ruin	The Executioner
The Root of Infamy	The Eternal Soldier	The Titan	The Lady of Strife	The Abnormality	The Samurai	The Skull Wrecker	The Butcher
The Ace of Spades	The Growth Stunter	The Big Hurt	The Strike of Infinity	The Cold Reality	The Assassin	The Black Rain	The Immortal
The False Prophet	The Contract Killer	The Enforcer	The Pulverizer	The Winter Tiger	The Demi-God	The Horseman of Dread	The Endless Tormentor
The Freak	The Ravager	The Heartbreaker	The Gouger	The Snarling Barbarian	The Panic Attack	The Absolutely Insane	The Woe Gorger
The Back Shanker	The Demolisher	The Gallant	The Maestro	El Ultimo Fantastico	The Merciless	The Virtuoso	The Caress of Death
The Overlord	The Dog of War	The Heroine	The Soul Whisperer	The Short Existence	The Prince of Wrath	The Frankenstein	The Edge Breaker
The Megaton	The Fallen Angel	The Thug with Style	The Manatee	The White Light	The Hell Fiend	The Behemoth	The Perfectionist
The Revolution	The Constant Pressure	The Early Bird	The Final Say	The Razor Hawk	The Desecrator	The Napalm Shower	The Extinction Event
The Eternal Rest	The Dude	The Professor	The Best	The Malevolence	The Divine Adonis	The Wrong Customer	The Feral Ripper
The Plague	The Paragon	The Double Whammy	The Bear	The Hulking Tank	The Cruel Tyrant	The Breathtaker	The Prowling Carnivore
The Blood Tycoon	The Colossus	The Only Child	The Fire Starter	The Rookie Mauler	The King	The Devil's Playground	The Frenzied Atlas
The Skull Driver	The Indomitable Brute	The Enchanted One	The One	The Hammer	The Maelstrom	The Main Event	The End
The One Man Army	The Midnight Text	The Ninja Sniper	The Blinding Light	The Shining Ray of Hope	The Dark Bringe	The Harshest Blow	The Broken Promise
The Perfect Weapon							

Black Belt Season FFA

I	II	III	IV	V	VI	VII	VIII
The Sifu	The Dominator	The Obliterator	The Herculean Mauler	The Sanguine Thirster	The Blood Tornado	The Pound-For-Pound Champ	The Grand Master
The Extraterrestrial	The Twisted Irony	The Sensei	The Chaos Devastator	The Thrash Hungerer	The Step Above You	The Pillager of Souls	The World Champion
The Death Dealer	The Spirit of Malice	The Dark Master	The Father of Lament	The Annihilator	The Unstoppable Juggernaut	The Rhapsody of Brutality	The God of Agony
The Pillar of Modesty	The Herald of Dusk	The Decimator	The Cry of Havoc	The Fanged Reaver	The Sadistic Infernal	The Endless Onslaught	The Apocalypse Trigger
The Erupting Volcano	The Invulnerable	The Steel Gorilla	The Gore Monster	The Deranged Madman	The Mayhem Revolver	The Final Authority	The Immortal Legend
The Requiem	The Tyrannous Regent	The Relentless Savager	The Grip of Delirium	The Mouth of Madness	The Bane of Sorrow	The Muse of Destruction	The Emperor of Terrors
The Leviathan	The Hearse Driver	The Militant Jackhammer	The Mephistopheles	The Supreme Leader	The Executrix of Vengeance	The Eye Behind the Crosshairs	The Sunderer of Worlds
The Figment of Imagination	The Murderous Growl	The Big Can of Worms	The Child of Bedlam	The True Sovereign	The Taste of Calamity	The Symphony of Dischord	The Invincible Opponent
The Archvillain	The Abyssal Spectre	The Ravenous Cannibal	The Roar of Dischord	The Hammer of Fate	The Architect of Despair	The Cacophony of Anguish	The Forever Undefeated
The Golden God	The Decapitator	The Fountainhead of Might	The Display of Power	The Dealer of Disfigurement	The Harvester of Skulls	The Trail of the Dead	The Apex Predator
The Atomic Bomb	The Impaler	The Gleeful Undertaker	The Final Score	The Exquisite Mortis	The Elite Boss	The Baron of Carnage	The Top of the Food Chain
The Violator	The Storm of Pain	The Closet Monster	The Agent of Catastrophe	The Misery Swarm	The Exemplar	The Flame of Hell Fire	The Monolith of Dominance
The Defiler	The Death Touch	The Falling Guillotine	The Black Tooth Grin	The Twenty Ton Anvil	The Sword of Heavens	The Godhead	The Echo of Screams
The Greek God	The Mental Breakdown	The Spine Cracker	The Magma Guzzler	The Untouchable	The Last Level	The Sinister Abomination	The Deity of Horrors
The Win Button	The Black Demon	The Tyrannosaurus	The Blizzard of Woe	The Demon's Mentor		The Unrelenting Terminator	The Game Over Screen
	The Taste of Defeat	The Angel of Death	The Prodigy	The Sick and Twisted		The Flooder of Graves	The Boss Fight
				The Mountain of Misery			

Team Titles

Team Titles are unlocked by completing each tier of the various Ranked Match 2v2 Goals.

Green Belt Season 2v2

I	II	III	IV	V	VI	VII	VIII
Hands of Stone	Celtic Warriors	Thunder and Lightning	Startles and Marvels	Lightning Talons	Chrome Wheels	Exit Wounds	Metal Band
Pain Train	Ninja Squad	Pain and Agony	Constant Pressures	Slipped Clutches	Dual Wield	Crown Military	Steam Battalion
Twin Lions	Tiger Squad	Eternal Wingmen	Cut Two Ribbons	Unholy Alliance	Cleaved in Two	Paramount Alliance	Legion of Dread
Double Trouble	Revengers	Black Dragons	Kleptomaniacs	Hell's Choir	Panther's Claws	Army of Flames	Mecha Troops
Wolf Pack	Foxy Moxie	Team Superiority	Lady Maladies	Fried and Frayed	Zero Pity	Smoke and Ashes	Fighter Squadron
Team Minotaur	Riot Squad	Wrecking Crew	Slow Creepers	Ancient Rivals	Banzai Buddies	Hammer and Anvil	Frost Corps
Diamond Skulls	Dueling Fists	Strikes Twice	Servants of Doom	Black Scars	Friends and Foes	Senpai and Kohai	SWAT Team
Burn Notices	Red Raptors	Lights Out Duo	Order of Disorderlies	Grim Cabal	Order of the Ring	Team Moltov	Party Crashers
Pink Slips	Fatal Alliance	Quick and Slow	Fangs of Chaos	Metamorphosis	Solar Destroyers	Shadow Gang	Odin's Ravens
Heart Attacks	Team Rampage	Team Dynamite	Team Riot	Stampede Unit	Dynamite Sticks	Ghost Squad	Omega Legion
Short Circuits	Endless Furies	Village Raiders	Cult of the Damned	Jabberwocks	Fright Club	Bomb Squad	Angels of Vengeance

Purple Belt Season 2v2

I	II	III	IV	V	VI	VII	VIII
Children of the Night	Sons of the Streets	Order of Vigilance	Ultraviolets	Lock and Key	Electric Chairs	Bad Customers	Homicidal Rubber Duckies
Vermillion Corps	Lion's Pride	Mob Justice	Lunar Dogs	Sealed and Delivered	Team Encore	Cartel Carnival	Vicious and Delicious
Team Revenant	Children of Anarchy	Bitter Sweets	Oracle's Chosen	Night Sentinels	Pair of Aces	Clowns and Spiders	Swamp Donkeys
Claws of Death	Blue Paladins	Immortal Spartans	Praetors of Justice	War Walkers	Ironclad Alliance	Pandemonium Squad	Thunder and Down Under
Aurora Alliance	Grey Shadows	Minutemen	Team Punisher	Dreadnaughts	Atlantic Duo	Cops and Robbers	Spider Pigs
Beasts of the Wild	Righteous Crusaders	Crossed Blades	Gold Stars	Bullet Holes	Pacific Coalition	Ketchup and Mustard	Nuns and Bunnies
Knights of the Kingdom	Day Stalkers	Grim Reavers	Rainbow Kids	Wood Chippers	Bagged and Tagged	Vanilla and Chocolate	Streak Breakers
Avenging Spears	Team Magnum	Sorrow Bringers	Nemesis Corps	Coffee vs Tea	Modest Mice	Pirates vs Ninjas	Wake Up Time
Crimson Guard	Wards of the Realm	Magma Hammers	Alpha and Omega	Cats and Dogs	Junior and Senior	Cements Shoes	Mullets and Scissors
Consuls of the Empire	Giant Dwarves	Dark Harbingers	Centennial Guard	Peanut Butter and Jelly	Yellow Chickens	Mafia Dons	One Hit Wonders
Imperial Elite	Half Pints	Marks of Honor	Black Corsairs	Rinse and Repeat	Sidekick Alliance	Lords of Fright	Carnivorous Plants
Gryphon Wings	Black Angels	White Heralds	Scorpions of Wrath	Twenty Foot Jumpers	Access and Allies	Epic and Awesome	Disco Balls
	Fight Academy	Interceptor Squad	Team Seraph	Rope Skippers	Rolls on Floors	Capital X's	Space Monkeys
		Wretched Legion	Sable Squad	Lone Rangers	Peaches and Cream	Victorious Secre	Saints and Sinners

Red Belt Season 2v2

I	II	III	IV	V	VI	VII	VIII
Finger Puppets	British Bulldogs	Bronco Busters	Desert Mirages	Red Giants	Robots United	Wicked Rascals	Teenage Werewolves
Dead Man's Hand	Exploding Dynamos	Team Extreme	French Tips	Straight Talkers	Citizens Uprising	Medusa's Statues	Ghost Trusters
Hitting Bricks	Dream Team	Foreign Entities	X Crossfires	Sick and Tired	Killer Bee Hive Minds	Lightning Storm Kites	Mad Scientists
Spiked Punches	Dragon Slayers	Energizer Rabbits	Insidious Coyotes	Wit and Whimsy	Brass Hornets	Frenzied Owlbears	Mystery Squad
Rumbling Aftershocks	Unlimited Dominators	Sweet Elites	Lost Causes	Twinkle Little Stars	Strokes of Genius	Crush Brothers	Reborn Phoenixes
Team Adrenaline	Arctic Penguins	Electric Eels Cut Corners	Mach Speeds	Foxtrot Dancers	Knights of the Round	Dark Passengers	Boys vs Girls
Hydra Conspiracy	Rolling Avalanches	Duck Quackers	Cougar Hunters	Swing Kids	Dirty Dolls	High Society	Reptiles vs Robots
Descending Furies	Bad Attitudes	Earth Quakers	Militant Falcons	Reverse Gravities	Blitzing Blizzards	Fork Sockets	Faces for Radio
Aztec Eagles	Astro Kids	Cyber-Ladies	Blue Fireballs	Buff and Gruff	Broken Gas Lights	Jingle and Jangle	Furious Monsoons
Alley Cats	Broken Arrows	Blade Cyclones	Neutron Bombs	Beholder Guild	Boxing Kangaroos	Sightless Swordsmen	Sword Maidens
World Alliance	Fears and Tears	Friendly Fires	Fusion Reatcors	Sinister Confederation	Menacing Gentlemen	Madhouse Inmates	Mountain Mists
Infernal Alliance	Sea Buccaneers	Fierce Grizzlies	Auger Dawgs	Chainsaw Cheerleaders	Angry Cuddle Fish	Ironwood Lumberjacks	Nitro Engines
Fierce Amazons	Scorching Breeze	Fever Dreams	Freedom Fighters	Galactic Federation	Chocolate Malted Crunch	Blood Bank Vampires	Waking Nightmares
Falling Asteroids	Army Brats		Stellar Supernovas	Feline Federation	Tech Sass Longhorns	Black Lagoon Features	Lava Hot Peppers
							Placeholder 2

Brown Belt Season 2v2

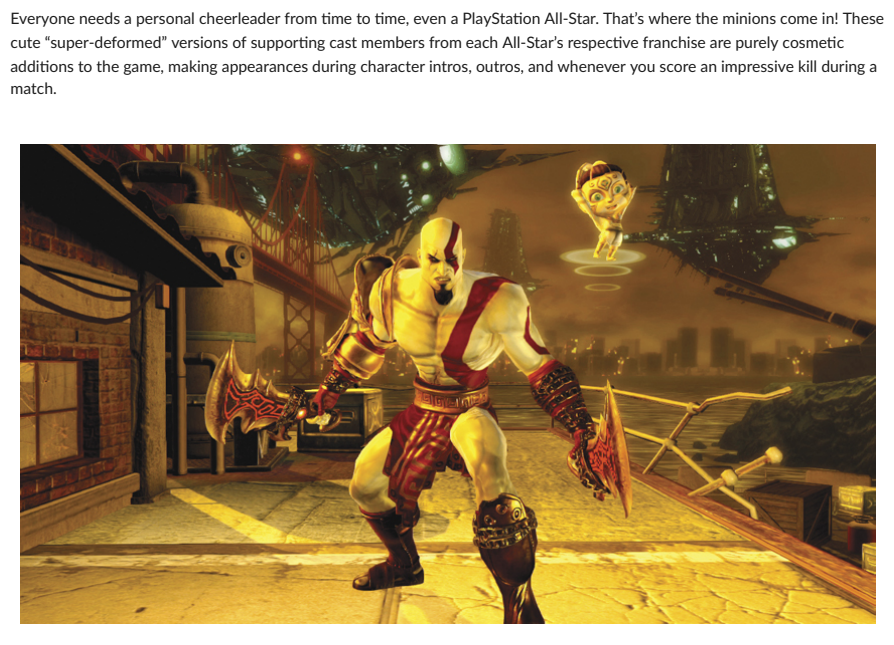
I	II	III	IV	V	VI	VII	VIII
Snapping Piranhas	Smokin' Yellow Jackets	Spruce Gooses	Bipolar Bears	ank and Spank	Lethal Injections	White Knuckles	Facesmash Inc.
Bad Pizza Toppings	Zephyr Alliance	Chicken and Waffles	Black Ice Popsicles	Ground and Pound	No Surrender	Duo Ex Machina	Lords of Damnation
Squeezing Pythons	Dinner Bells	Newbie Swatters	Ruler-Smacking Nuns	Advent Progeny	Waving White Flags	Corrosive Explosives	Berserker Horde
Hooded Hangmen	Team Wolverine	Match Set Punce	Screeching Fishtails	Self-Fulfilling Prophecies	Skull and Crossbones	Chief Mischiefs	Unclean Hands
Traitorous Patriots	Beatdown Express	Mud Stompers	Shades of Grey	Frantic Antics	Hit Squad	Sticks and Stones	Kung Fu Dojo
Shadow Stingrays	Unruly Wild Things	French Toast Mafia	Bullet Timers	Concussion Magnets	Please and Thank You	Ill Wills	Evil Masterminds
Tremor Lemurs	Whispering Wisps	Cyborg Hippo Army	Run and Gunners	Rock vs Country	War Drum Solos	Third Degree Burns	Howling Whirlwinds
Team Riptide	Seven Bad Hobbits	Search and Destroy	Tick-Tick and Boom	Shock and Awe	Daisy Chains	Arrivals and Departures	Shark Tank Divers
Booming Wham-bam's	Vorpal Blades	Team Zodiac	Challengers and Champions	Young Titans	Bonanza Bananas	Gruesome Twosome	Scratched Discs
Outlaws at Large	Viper Squad	Team Illuminati	Number One Contenders	Cat and Mouse	Last Pizza Slices	Snipers and Shotguns	Night Terrors
Darting Salamanders	Venerated Veterans	Equinox Alliance	Bubble Gum Lollipops	Cloak and Dagger	Donut Bullet Holes	Happy Happy Joy Joy	Question Marks
Shocker Rockers	Warp Monkeys	Swag and Swagger	Pink Sprinkles Squad	Sour Milk	Midnight Infomercials	Lords of the Bling	Ironic Hipsters
Zoom Mooses	Wards of the State	Tasty Paint Chips	Tedious and Hideous	No Apologies	Me First and Get In Line	Unforeseen Consequences	Casual Fridays
Gladiators of the Arena	Clerical Errors	Shadows of the Eclipse	Militant Fashion Police	No Quarter and No Mercy	Rude Dudes	Monkey Fingers	Football Hooligans
			Castle Thrashers		Battle Frogs		Placeholder 2
			Diesel Engines		Friday Donuts		
			6th Gear Stick Shifters				
			Hugs and Kisses				

Black Belt Season 2v2

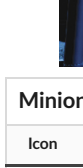
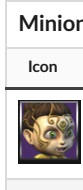
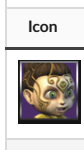
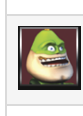
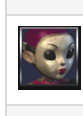
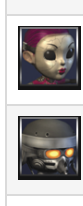
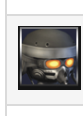
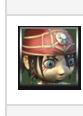
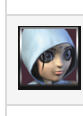
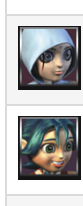
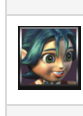
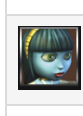
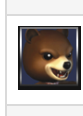
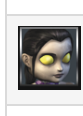
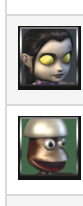
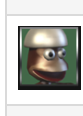
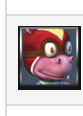
I	II	III	IV	V	VI	VII	VIII
True Live Crew	Ego Trips	Land Sharks	Winning Inc.	Never-Ending Pummels	Innocent Criminals	Doom Sirens	Black and Bruised
Balls and Brass	Psychosis Sisters	Mythic Legends	Undead Flying Objects	Lawl Cat Squadron	Match Burglars	Shut Up and Step Up	Boss Monsters
Shake and Baked	Cartwheeling Bandits	Loco Motions	Zombie Brain Food	Cereal Killers	Jaws of Death	Zombie Ex-Presidents	Tear Drinkers
Laughs and Out Loud	Shakespearean Tempests	Masked Luchador Federation	Loaded Motherlodes	Robo-Triceratops	Legion of Coom	Killer Clowns	Horsemen of the Apocalypse
Nerd World Order	Thieving Raccoons	Blue Pill and Red Pill	Periodic Criminal Elements	Afterlife Herders	Quarreling Squirrels	Uncaring Honey Badgers	Really and Yes Way
Honor and Thieves	Rainbow Unicorns	Killer Bite Hard Drives	Belly Flopping Orcas	Rewind in Slow Motions	Might Club	Sharks with Lazers	Hysterical Weepings
Hits and The Fan	Green Gamma Rays	Lost Sunglasses	Killer Whale Samurais	Empty Health Bars	Tears of Sanguine	Misspelled Worriers	Planet Eaters
Team Ramrod	Made-Up Statistics	Pensive Mindflayers	Otter Limits	Grief Steaks	Devils with Halos	Dinosaur Meteors	GG Thanks for Playing
Leadfoot Accelerators	Honestly Liars	Uproar Brouhahas	Revolving Ocelots	Gasoline Milk Shakes	Flawless Victory Squad	Bankrupt Billionaires	BROKEN CAPS LOCK SQUAD
Airborne Anvils	B-Boy Head Stands	Ballooning Hullabaloos	Soul Hid Snakers	SEAL Team 6	Team Next Please	Abusement Parks	Bloodbath and Beyond
Air Force Juan	Raving Lunachicks	Blind Referees		Tease and Shank You	Wild Stallions	Bears with Shotguns	Team Perfection
Laughing Hyenas	Sister Sinisters	Irrational Numbers		Trolling Thunder	Bad Intentions	Four-Leaf Clovers	Call a Whambulance
American Idles	Extremely Violent Koalas	Rash Cash Dashers		Zombies with Guitars		Stutter-ing Mum-um-blers	Evo Crew
White Dove Snipers	Naughty Nagas with Naginatas	Blindfolded Bats		No Hand Wheelies		Spilled Milk Tears	Team All-Stars

Minions

Everyone needs a personal cheerleader from time to time, even a PlayStation All-Star. That's where the minions come in! These cute "super-deformed" versions of supporting cast members from each All-Star's respective franchise are purely cosmetic additions to the game, making appearances during character intros, outros, and whenever you score an impressive kill during a match.



Minion Unlock Requirements

Icon	Name	Origin	Reach Rank 8 With
	Athena	God of War	Kratos
	Captain Qwark	Ratchet & Clank	Ratchet
	Doll Face	Twisted Metal	Sweet Tooth
	Helghast Soldier	Killzone	Radec
	Kai	Heavenly Sword	Nariko
	Kat	Devil May Cry	Dante
	Keira	Jak and Daxter	Jak
	Kiya	MedEvil	Sir Daniel
	Kuma	Tekken	Heihachi
	Little Sister	BioShock	Big Daddy
	Monkey	Ape Escape	Spike
	Murray	Sly Cooper	Sly Cooper
	Nix	inFAMOUS	Evil Cole
	Pierre	Toro the Cat	Toro
	PJ Berri	PaRappa the Rapper	PaRappa
	Sackbot	LittleBigPlanet	Sackboy
	Sam	Metal Gear	Raiden
	Sully	Uncharted	Nathan Drake
	Worker	Fat Princess	Fat Princess
	Zeke	inFAMOUS	Cole

Character Rewards

Ranking up doesn't just earn you fancy pieces of flair for your Player Card; it also unlocks special customization items specific to each character! New costumes, Taunts, intro/outro animations, and even victory music await you as get acquainted with each of the All-Stars. Luckily, knowing what Rank you need to reach in order to unlock rewards for your character isn't rocket science: all characters earn the same type of reward at the same Rank requirement. Costumes can be selected from the Character Select screen, while Taunts, intros, outros, and victory music must be chosen from the Customize menu.

Character Reward Progression

Rank	Reward Type
2	Intro #2
3	Outro #2
4	Victory Music #2
10	Costume #2
13	Taunt #2
30	Intro #3
35	Outro #3
40	Taunt #3
45	Victory Music #3
75	Intro #4
100	Outro #4

Costumes

Every character has three costumes: their default outfit, an unlockable costume, and a DLC (downloadable content) costume. The unlockable costume becomes available for an All-Star once you reach Rank 10 with that character, while the DLC outfit is available via the PlayStation Network or if you pre-ordered the game from select retailers. Costumes are purely cosmetic, but unlike some notable fighting game titles, each costume has four distinct color schemes so that every player can pick the All-Star and costume they prefer without worrying about someone else calling dibs on their favorite outfit. Please check out the "At a Glance" section for each All-Star in the Characters chapter for a look at the full color palette for each costume.

Taunts

Is there anything more satisfying than topping off a triple kill with a well-timed Taunt? With the simple press of a button, your character performs the Taunt animation you've selected from the Customize menu, rubbing a little salt into the wounds of your opponents. Each character has two additional Taunts that are unlocked at Rank 13 and Rank 40. Just make sure the coast is clear before activating your victory dance. Taunts lock your character into a 2.5 second animation that cannot be canceled in any way, and all Taunts, regardless of character, adhere to this rule. So don't expect any special benefits from unlocking new ones; they're just for show!

Intros

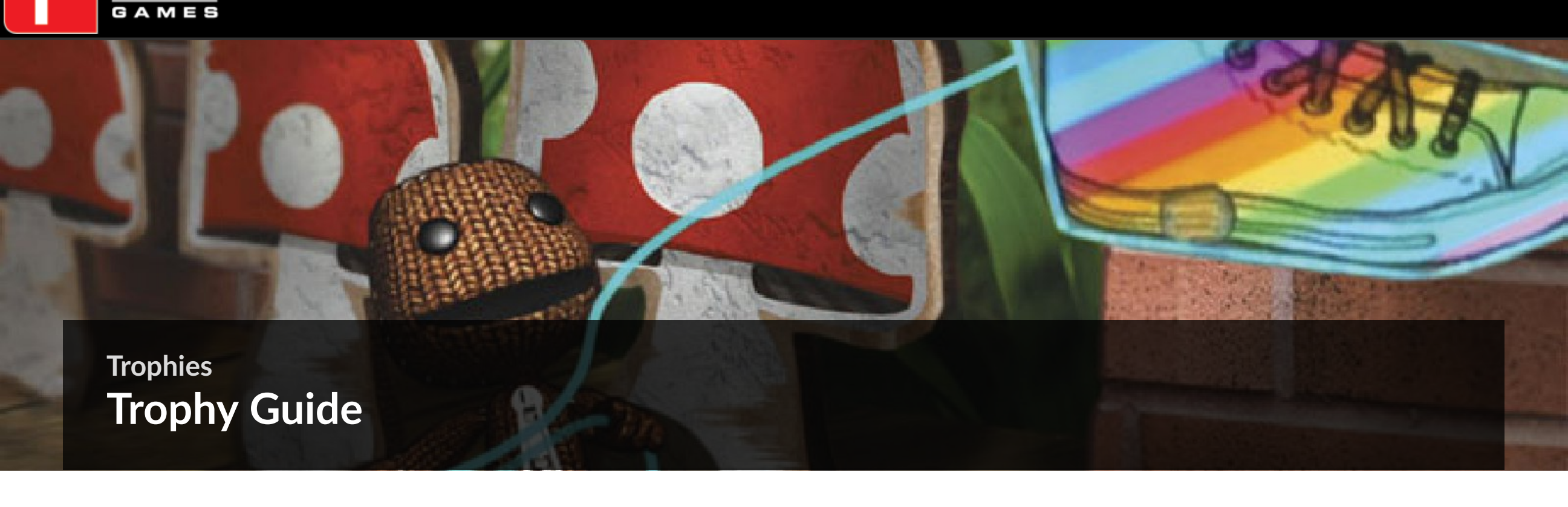
Intro animations play at the beginning of a match, introducing each All-Star before the battle begins. Each character has three additional Intros to unlock, acquired by reaching Rank 2, Rank 30, and Rank 75. Once unlocked, you can preview each Intro by simply highlighting it inside the Character Customization menu. Choose your most menacing (or in Sackboy's case, cute) pose and start playing mind games with your opponents before the match even starts!

Outro

Outro animations play at the end of a match before the Match Summary screen appears. Characters perform the same animation every time if they lose, but those who brawl their way to the top of the heap get to see their unique Outro animation to celebrate the sweet taste of victory. As with Intros, each character has three additional Outros to unlock by reaching Rank 3, Rank 35, and Rank 100.

Victory Music

Like Outro animations, Victory Music plays at the end of a match if you're in the first-place position. Every character uses the default Generic music track until they unlock customized tracks that fit their origin games' style at Rank 4 and Rank 45. You can preview Victory Music tracks from the Customize menu as each one unlocks. Select your favorite and force everyone to listen to your track next time you earn a first-place finish!



Trophies

Trophy Guide

In November of 2007, Uncharted: Drake's Fortune arrived on the PlayStation 3 and changed the gaming industry forever with its memorable characters, impressive storytelling, amazing graphics, and immersive gameplay that have influenced countless game designers ever since. The developers at Naughty Dog had established the new gold standard of what could be accomplished on the PlayStation 3 hardware, just as Sony Santa Monica's God of War series and Team Ico's Shadow of the Colossus had done on the PlayStation 2 a generation prior.

Uncharted: Drake's Fortune also carries the distinction of being the first retail PS3 title to support the Trophy system, unlockable badges of honor for your PlayStation Network profile earned by completing difficult goals in a game. Trophies have been a staple of every PlayStation title since, challenging gamers to push themselves to the limit of what a title has to offer in hopes of earning that coveted Platinum. PlayStation All-Stars Battle Royale proudly celebrates this tradition with 55 Trophies of its own, and this chapter shows you how to get them all.

COMPLETE TROPHY LIST

Icon	Trophy Name	Description	Trophy Type
	The God of War	Complete Arcade Mode with Kratos	Bronze
	I Gotta Believe!	Complete Arcade Mode with PaRappa	Bronze
	Cake, please!	Complete Arcade Mode with Fat Princess	Bronze
	Oh Boys and Girls	Complete Arcade Mode with Sweet Tooth	Bronze
	Helghast Commander	Complete Arcade Mode with Radec	Bronze
	Thievius Racoonus	Complete Arcade Mode with Sly Cooper	Bronze
	Treasure Hunter	Complete Arcade Mode with Nathan Drake	Bronze
	Greatest Conduit	Complete Arcade Mode with Cole	Bronze
	Friend of the People	Complete Arcade Mode with Toro	Bronze
	Monkey Catcher	Complete Arcade Mode with Spike	Bronze
	Intergalactic Heroes	Complete Arcade Mode with Ratchet	Bronze
	Eco Master	Complete Arcade Mode with Jak	Bronze
	Let's Make a Scene	Complete Arcade Mode with Sackboy	Bronze
	Revengeance	Complete Arcade Mode with Raiden	Bronze
	The Iron Fist	Complete Arcade Mode with Heihachi	Bronze
	Mr. Bubbles	Complete Arcade Mode with Big Daddy	Bronze
	Demon Hunter	Complete Arcade Mode with Dante	Bronze
	Demon of Empire City	Complete Arcade Mode with Evil Cole	Bronze
	Heavenly Warrior	Complete Arcade Mode with Nariko	Bronze
	Hero of Gallowmere	Complete Arcade Mode with Sir Daniel	Bronze
	The Legend	Complete Arcade Mode on Legend	Bronze
	I Choose the Impossible	Perform a Level 3 Super with Big Daddy on Columbia	Bronze
	Master of the Ray Sphere	Perform a Level 3 Super with Cole or Evil Cole on Alden's Tower	Bronze
	Interpol HQ Break-In	Perform a Level 3 Super with Sly Cooper on Paris	Bronze
	Kerwan's Capital City	Perform a Level 3 Super with Ratchet on Metropolis	Bronze
	Ally of Larry Da Vinci	Perform a Level 3 Super with Sackboy on Dreamscape	Bronze
	Calypso's Wishes	Perform a Level 3 Super with Sweet Tooth on Black Rock Stadium	Bronze
	The Doctor Is In...	Perform a Level 3 Super with Ratchet on San Francisco	Bronze
	Student Becomes the Master	Perform a Level 3 Super with PaRappa on Dojo	Bronze
	REX versus RAY	Perform a Level 3 Super with Raiden on Franzea	Bronze
	The Peak Point Helmet Blues	Perform a Level 3 Super with Spike on Time Station	Bronze
	Samos' Sacred Site	Perform a Level 3 Super with Jak on Sandover Village	Bronze
	Sic Parvis Magna	Perform a Level 3 Super with Nathan Drake on Stowaways	Bronze
	Autarch of Helghan	Perform a Level 3 Super with Radec on Invasion	Bronze
	Palace of the Underworld	Perform a Level 3 Super with Kratos on Hades	Bronze
	Ultimate Power	Perform a Level 3 Super attack	Bronze
	Two for One	Earn a double kill with a Level 1 Super attack	Silver
	Three for One	Earn a triple kill with a Level 1 Super attack	Gold
	Fundamentals	Complete the Basic Tutorial	Bronze
	Character Mastery	Complete a Combo Tutorial	Bronze
	Trial Combatant	Complete a Combat Trial	Bronze
	Combo King	Land a 50+ AP Combo in Practice Mode	Bronze
	Combo Virtuoso	Land a 70+ AP Combo in Practice Mode	Silver
	Showing Off	Show off your minion during a game	Bronze
	We have Overtime! —Working Weekends?	Enter Overtime!	Bronze
	3x OVERTIME!!	Enter 3x Overtime!	Silver
	Champion	Win a Versus Match against a team of three AI opponents	Silver
	First Blood	Earn a kill in a match-made online game	Bronze
	Triple Kill	Earn a triple kill in a match-made online game	Silver
	Team Sweeper	Earn a double kill in a 2v2 match-made online game	Silver
	Friendly Competition	Complete a Versus Match against an online player	Bronze
	Tournament Fighter	Complete an online Tournament Match	Bronze
	Victorious!	Win a match-made online game	Silver
	This is Living	Win a match-made online game without dying	Silver
	All-Star Legend — You've Only Done Everything	You have successfully earned all Trophies in the game. Congratulations!	Platinum

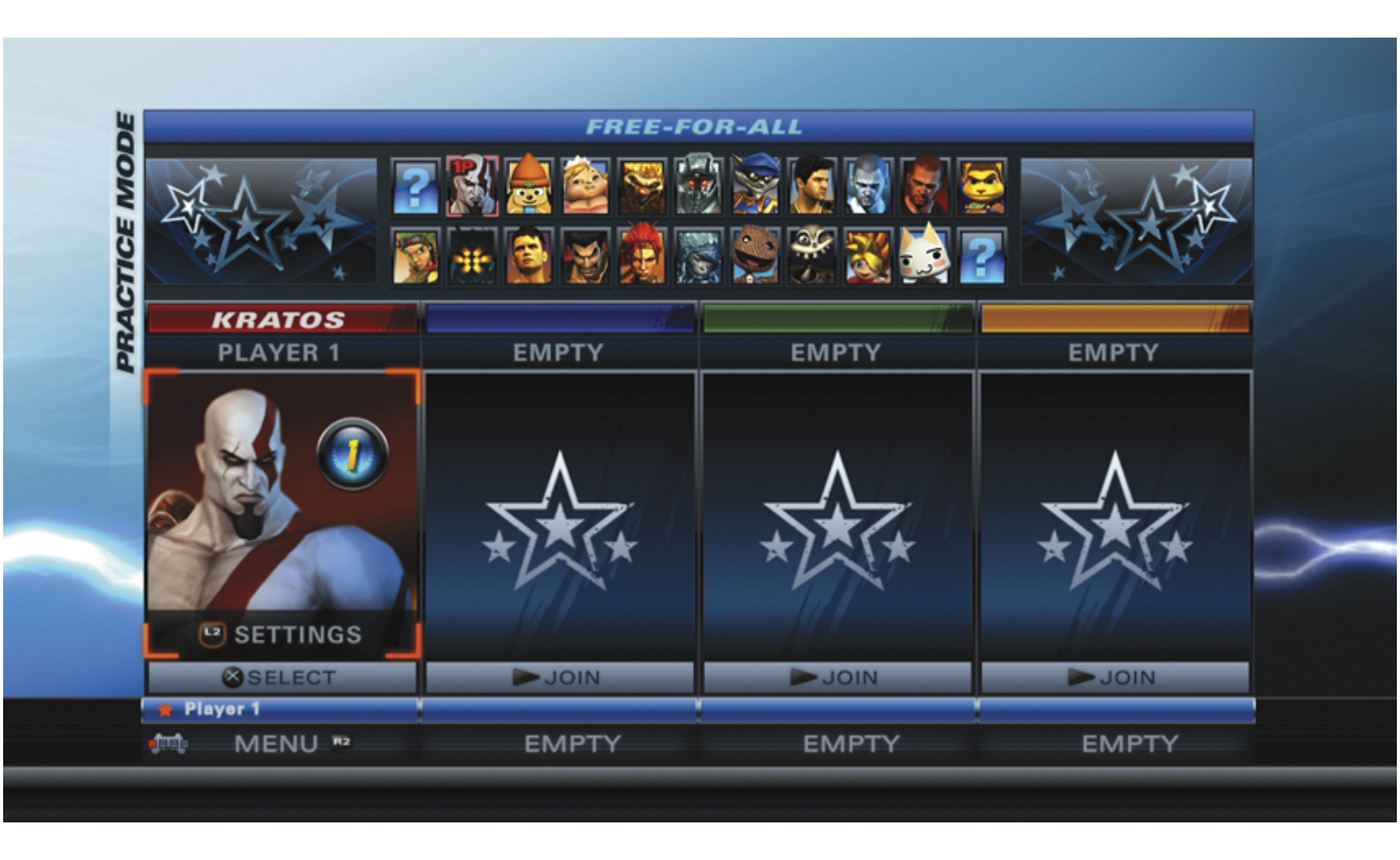
Arcade Mode Trophies—Bronze: 21

A Bronze Trophy is available for all members of the cast for completing their respective Arcade Mode stories. There are no shortcuts or tricks to grabbing these Trophies; you just have to put in the time to defeat Polygon Man with every single All-Star. The difficulty setting and the number of retries you use to beat the game are not factors here, so feel free to blaze through on Hero difficulty if you're just looking to score the Bronze. A single playthrough on Hero nets enough RP to reach at least Rank 10, meaning that while you're banking Trophies, you're also unlocking everyone's second costume and minion!

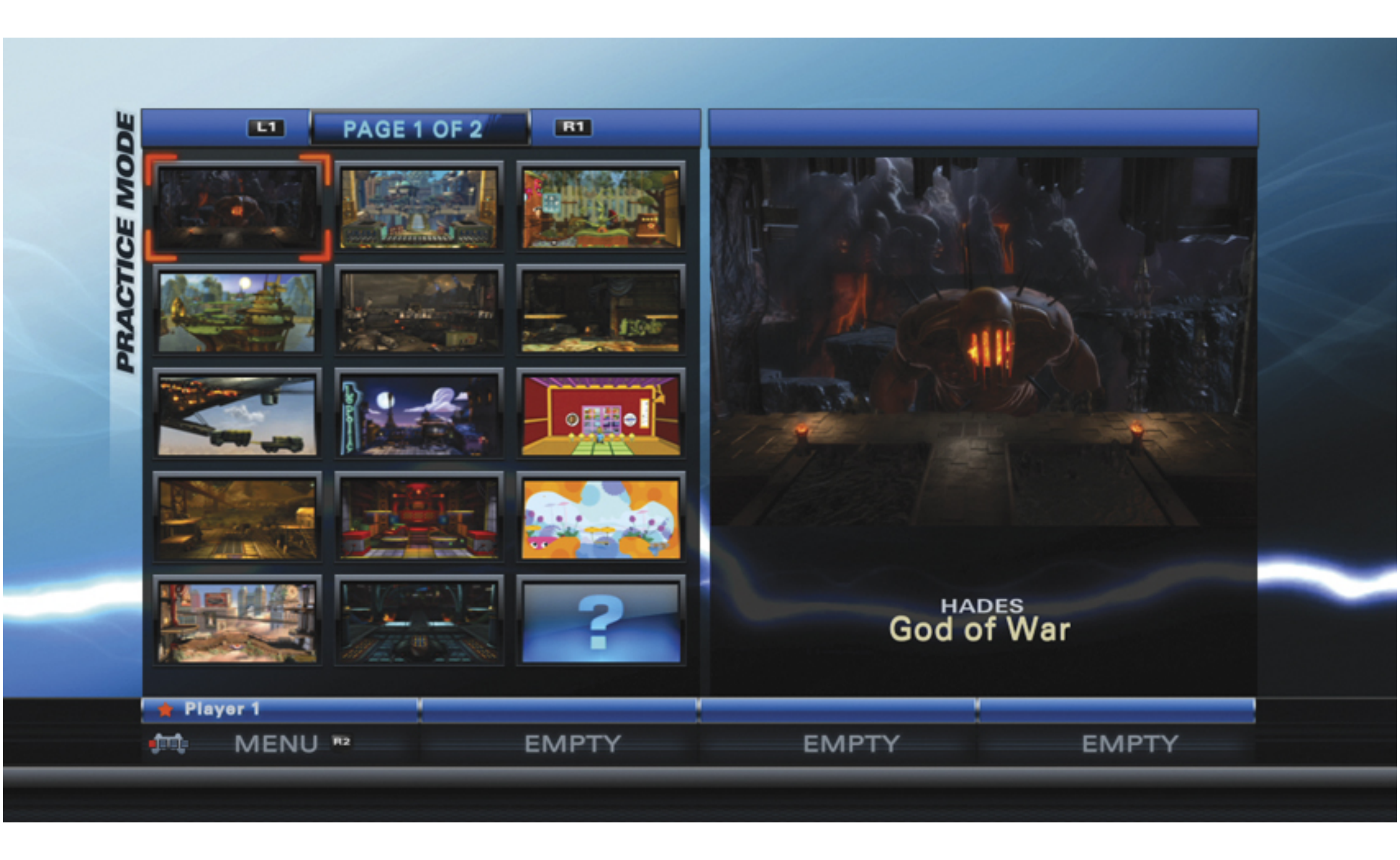
If you're feeling bold with a particular character, try cranking the difficulty up a notch to earn "The Legend" along with that character's Arcade Mode Trophy in one fell swoop.

Super Attack Trophies—Bronze: 15

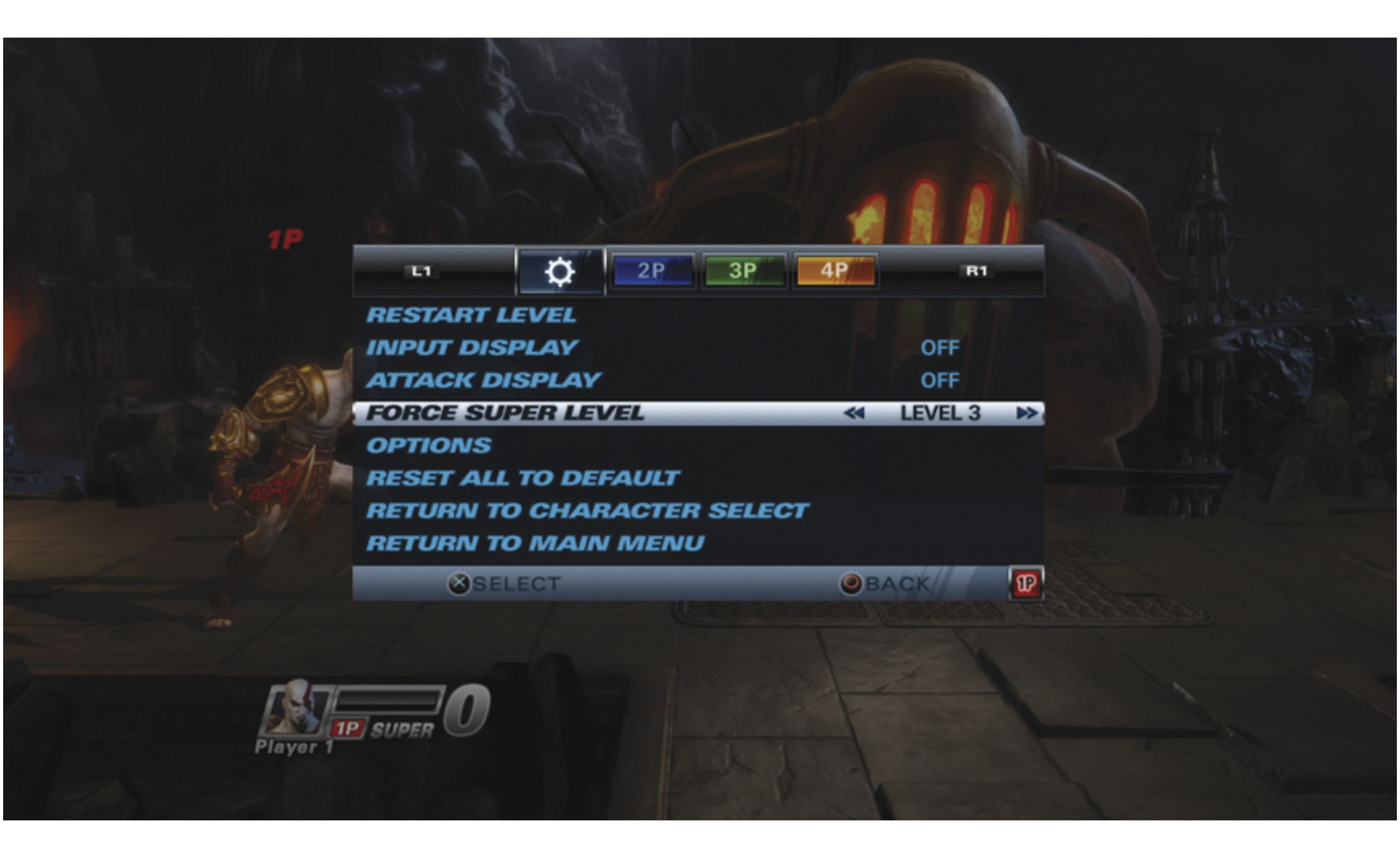
Many of the All-Stars's home worlds are represented with a level, either during the initial phase or after the mash-up occurs. Performing a Level 3 Super with an All-Star on their home turf earns you a shiny new Bronze Trophy! With 14 of these up for grabs, it might seem like a daunting task to get them all. Fortunately, it's actually quite easy to earn all of them, as well as the "Ultimate Power" Trophy, using Practice Mode. The following example uses Kratos, but just refer to the complete list of Trophies found at the start of this chapter for the character/level combinations you need.



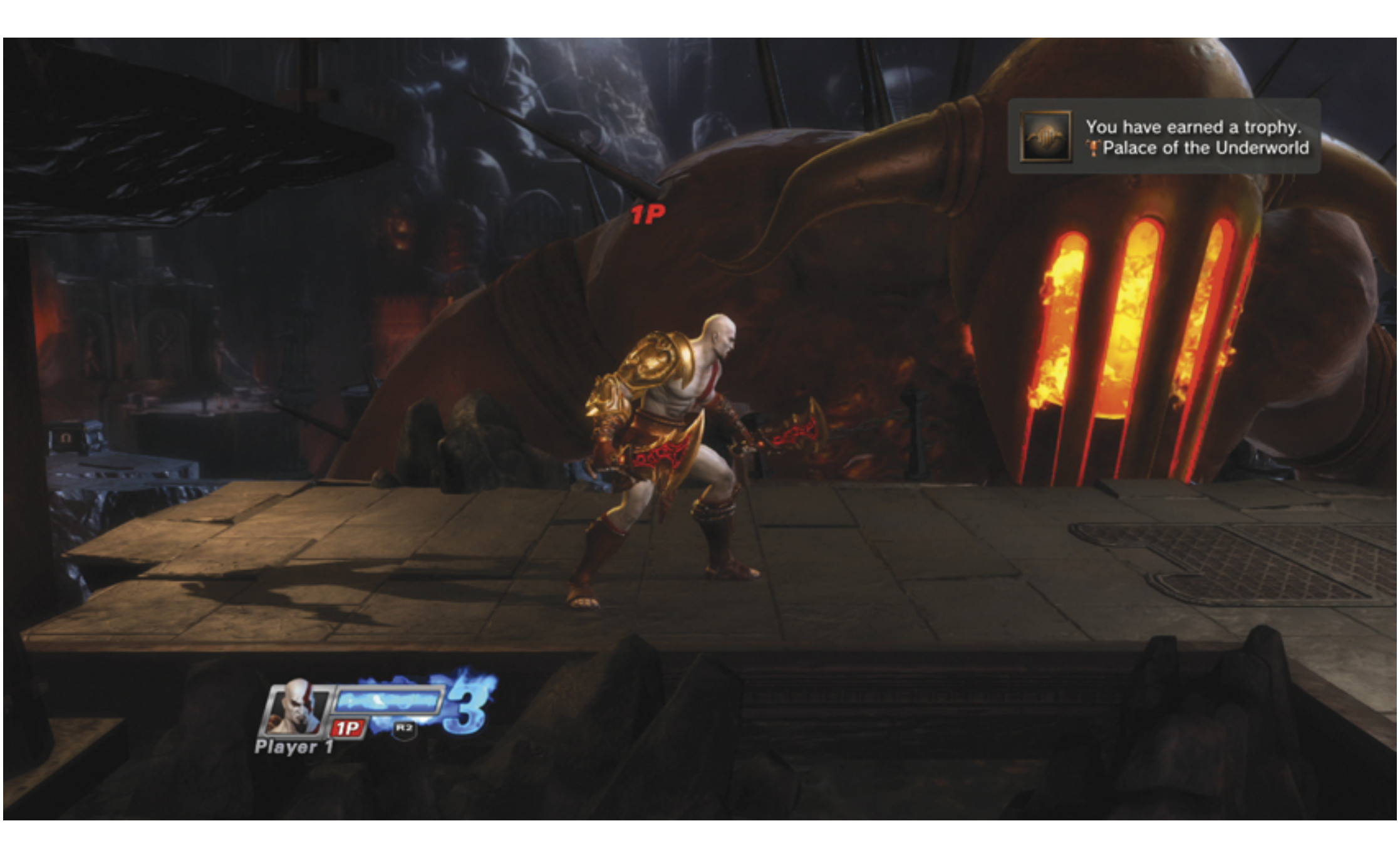
Enter Practice Mode and select Kratos...



...and then the Hades level.



Press START to pause the game and set the FORCE SUPER LEVEL option to LEVEL 3.



You have earned a trophy.
Palace of the Underworld

Resume the game, activate your Super, and cross another Trophy off of the list!

Kill Trophies—Silver: 1 Gold: 1

There are two Trophies directly related to kills in PlayStation All-Stars: "Two for One" and "Three for One" Much like the Trophies tied to Level 3 Super attacks, both of these can be won easily in Practice Mode.

Two for One/Three for One

Getting a double kill and a triple kill with a Level 1 Super is no easy task. You have to be really lucky or have opponents that just stand around like dummies... hey, wait a minute, you already know where to find those dummies: Practice Mode!

Choose a character with a quick horizontal dash Level 1 Super like Kratos, Sly Cooper, or Fat Princess. Select Practice Small 1 for the practice stage, turn all opponents to ACTIVE in the Practice Pause Menu, and set FORCE SUPER LEVEL to LEVEL 1. Use the left stick to gently nudge your adversaries into a cluster. Finally, activate your Super, and add a Silver and Gold Trophy to your total with minimal effort.

Combos & Tutorials—Bronze: 4 Silver: 1

FUNDAMENTALS

The "Fundamentals" Trophy can be earned the very first time you start the game. Just select YES when the game asks if you want go through the Basic Tutorial the first time you play. Otherwise, select it from the SOLO PLAY menu and follow the easy on-screen instructions.

Character Master

"Character Master" requires you to complete one Combo Tutorial with any character. If you're looking for an easy out, try Big Daddy. If you're looking for a challenge, then take on Nariko or Dante.

Trial Combatant and Combo King

"Trial Combatant" only requires you to finish a single Combat Trial. Difficulty doesn't matter as long as you come out on top. Kratos's F attack Combat Trial on Hero difficulty is the easiest to complete, if you're looking for a quick fix. The Combat Trials chapter of this guide can give you more info if you get stuck.

"Combo King" and "Combo Virtuoso" require you to perform a 50AP+ and 70AP+ combo, respectively, in Practice Mode. Once again, the God of War is your man. Set Sweet Tooth as your opponent—it's impossible not to hit the broad side of a clown—and select a smaller stage, such as Dojo, so you don't waste time running to your dummy. Once you're ready to go, start practicing Kratos's BnB combo:

▣ , ▣ , ↓ ▣ , ▣ , ▣ , ↑ ▣ (hold), (air) ▣ , ▣ , ▣

This combo only requires one attack button and earns you 90AP, easily fulfilling the requirement for both Trophies at once!

Minions, Overtime, and Versus Trophies—Bronze: 2 Silver: 2

Showing Off

For the minion-based Trophy "Showing Off," you first have to unlock one by reaching Rank 8 with a single character, and then equip that minion to the character of your choice in the Customize menu. Minions only appear if you get a double or triple kill during an actual match—no Practice Mode shortcuts for this one. Instead, create a Versus Mode match with at least two computer-controlled opponents set to CPU 1 difficulty.

As with prior Trophies, select a small level, like Dojo or Practice Small 1, where enemies are more likely to clump together. The AI is fairly dim-witted at the easiest difficulty, so it shouldn't be a problem to attack freely until you've built up two Super levels. Wait for the opportunity to strike, score that double kill, and watch your minion do their little happy dance!

Overtime

There are two Trophies to earn in this category: one for simply entering Overtime and the other for hitting 3x Overtime. Both can be earned in Versus Mode easily if you have a second controller or a PSN friend handy.

Create a Versus Mode match with you and another human opponent. Trade off attacking one another until you're both at Level 1, and kill each other exactly once, tying the score at one point each. Now, just wait for the clock to run out, enter Overtime, and collect your Trophy. Repeat this process during Overtime to enter 3x Overtime and snag a Silver Trophy for your collection.

Champion

The "Champion" Trophy requires you to win a Versus Match against three AI opponents, but what the description doesn't tell you is that difficulty is not a factor. Pick the All-Star you're most comfortable with and set up three AI opponents at CPU 1 difficulty. You can even change the Match Settings to whatever type of game you wish. As long as you come out on top of the All-Star heap, you can be one Silver Trophy richer.

Online—Bronze: 3 Silver: 4

Most fighting games with an online component have Trophies with ridiculous requirements only obtainable by the most godlike online warriors, such as winning 10 matches in a row or winning 500 matches over your career. PlayStation All-Stars bucks this trend with only seven online-related Trophies, all of them realistically within reach of casual players.

Playing Matches

Four of the seven Trophies in this category are all based around the concept of finishing a match. FFA or 2v2, you don't even have to win the match for two of the Trophies as long as you stick it out until the end. "Friendly Competition" only requires that you finish a Versus Match against an online opponent, while "Tournament Fighter" can be obtained by finishing a Ranked Match.

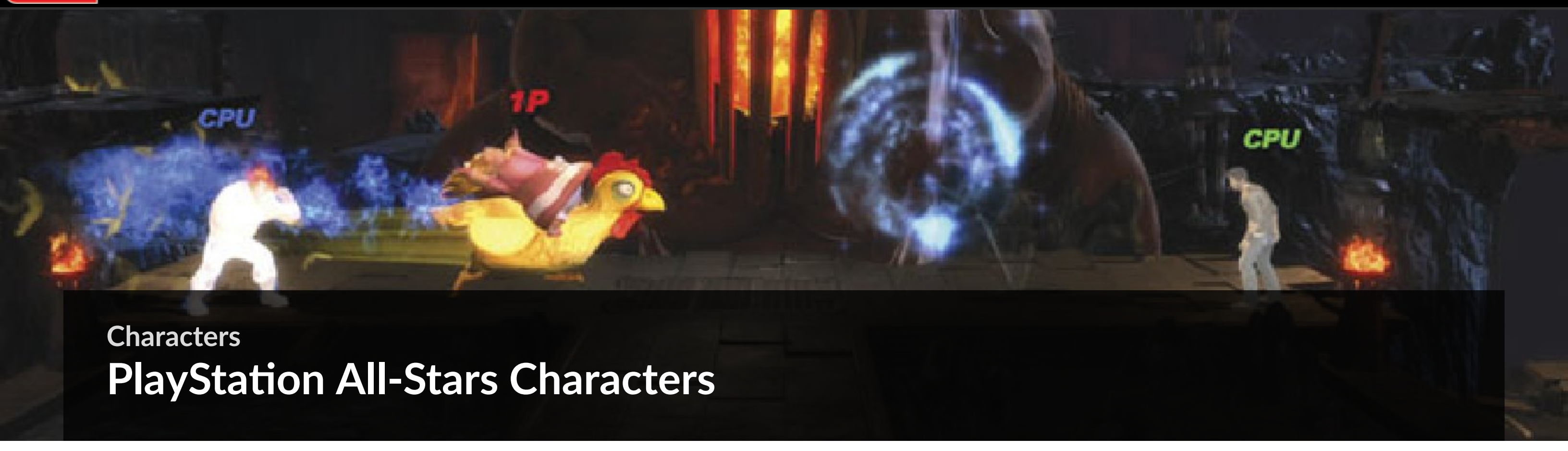
"Victorious!" requires that you win a match-made online game, either via Ranked Match or Quick Match. Depending on the luck of the draw, it may take you a few tries before you unlock this one. "This is Living" is even trickier, since you must win a match-made game and not die a single time. For this one, especially if the competition is fierce, you must utilize all of your defensive tactics to avoid death.

Online Kills

Three of the online-related Trophies are based on scoring kills. "First Blood" is probably the easiest, and it is awarded the first time you score a kill online. "Triple Kill" is most easily obtained by building up to a Level 2 or Level 3 Super to maximize your killing potential. In fact, if you can activate your Level 3 Super, you're pretty much guaranteed to unlock this Trophy.

The final online Trophy, "Team Sweeper," is only as hard to unlock as you and your partner make it to be. Your goal should be to have one partner catch both opponents in an attack that puts them in a vulnerable position, while the other partner swoops in and executes their Super attack. It may take a few attempts before the stars align in the correct order, but if you and your partner are in sync, it's only a matter of time.

3X AP
OVERTIME!



Characters

PlayStation All-Stars Characters

A CLASH OF HEROES

The core appeal of any fighting game boils down to two factors: its combat system and its cast of characters. The Basics and Gameplay chapters have covered the former, but in this chapter, your journey toward All-Star mastery truly begins. Becoming an adept player with any of the 20 PlayStation icons is going to take many hours of Practice Mode sessions and practical match experience until you can perform their combos in your sleep. The book you hold in your hands now is intended to give you both a head start and a handy reference guide, giving you the tools you need to understand and explore the core functionality and focus of every character.

SELECT YOUR CHARACTER

All 20 characters have their own dedicated section within this chapter. Use the list of character names found on the top of each right-hand page to quickly find the All-Star of your choice. Don't be intimidated by the amount of information presented in this section: the layout is organized with the same key sections in the same order so that you can work at your pace. This guide offers everything from top-level match goals all the way down to detailed data tables for every attack each character has to offer. Explore each section and refer back to it as you continue to gain familiarity with each character. Below is a primer on the major components of each character section to get you started.

ALL-STAR OVERVIEW

At the start of each section is an introductory overview of the character, serving as a sort of thesis statement regarding that All-Star's overall strengths, weaknesses, play style, and their primary objective during a match. The ultimate goal of every character is to build AP energy and kill opponents with Super attacks, but how they approach this goal is different for every All-Star.

AT A GLANCE

This sidebar gives you a quick look at the basic stats for each character, including their total AP levels, best matchups, suggested items, costume colors, and biography.

SPOTLIGHT FOCUS

The Spotlight tip box highlights something special about that character, such as a unique system mechanic or navigational ability, warranting a brief discussion before the main text.

SUPER ATTACKS

Super attacks are main focus of *PlayStation All-Stars* , so they earn the first spot for more detailed information. Detailed data for all three Supers, along with a description of core functionality and suggested usage, can be found here.

THROWS

Throws can sometimes be overlooked when discussing overall strategies in a fighting game, but these unblockable attacks serve a special function in this game: throws are the only direct way to forcibly remove AP energy from a character's Super Meter. As with Super attacks, detailed data tables break down the basic information of each throw, while the text underneath describes the nuanced details and suggested usage of each throw.

ATTACKS

Each character's attack set is broken down by button input, then by ground and air attacks. Progression is laid out to mirror the DualShock 3 face buttons starting with □ attacks, then △ attacks, and ending with ○ attacks. Detailed data tables and screenshots lead off each section, followed by an overall discussion of how those attacks fit into the character's general gameplan.

COMBOS

Every character can combo attacks together in some way or another, and this section is where you can find a few examples to get you started. The first combo listed for each character is their "bread and butter" combo, or BnB for short. A bread and butter combo is typically a character's most reliable series of attacks that work anywhere on a stage. Practice the application of these combos first, as they can serve you well as you get more familiar with the game.

ADVANCED STRATEGIES

This section discusses specific character strategies or concepts that deserve more in-depth explanation or don't fall into any of the other subsections. Everything from Super attack set-ups to detailed character-specific mechanic explanations can be found here.

The ideas and strats presented in each section only begin to cover the possibilities of what lies ahead as players explore the endless combat options of *PlayStation All-Stars* . Fighting games are equal parts of knowledge and performance art, so don't be afraid to express yourself and experiment to find your own combos and techniques!

Tip

DATA DECODING

The data tables for each attack are fairly straightforward, but you should be aware of the information each column contains for easy reference later:

# - Indicates which attack is featured in the screenshots below each table.

Name – The name of the attack. Attacks that produce unique animations with subsequent button presses are labeled with a number after each name entry.

Command – This column shows the button commands needed to produce the indicated attack.

AP Gain – The amount of AP you gain from a successful hit. Multi-hit attacks have their values separated by a comma if the hits are guaranteed. If AP gain can vary in a multi-hit attack, the minimum and maximum values are separated by tilde (~).

Properties – This column contains information that pertains to the character performing the attack.

Hit Effects – Here is where you can find any special hit or status effects that the attack inflicts on an opponent with a successful hit. Attacks with an empty Hit Effects box result in a basic hitstun reaction on hit.

CI – Short for "Cancels Into," this column gives you a quick reference for the cancel options for each attack.

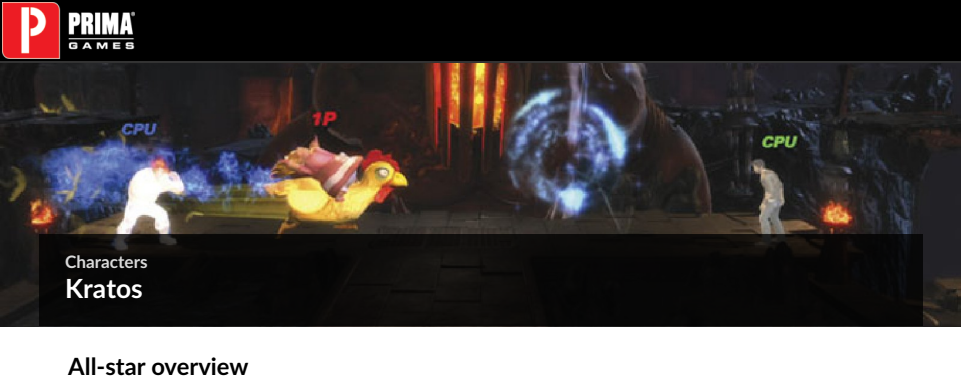
Notes – Any extra or esoteric information that doesn't fit any of the above categories can be found here.

And one final note: remember that "knockdown" is abbreviated as "KD" inside data tables. See the glossary in the Basics section if you're unsure about a particular term.

Tip

NOTATION

PlayStation All-Stars uses a straightforward notation scheme. A lone button icon represents a neutral input, while directional attacks are indicated by an arrow in front of a button icon. Attacks separated by a comma should be input in sequence. An "x" in a sequence indicates a cancel, meaning you must input the next attack quickly. Finally, character states, such as ground or air, are indicted with parentheses before the input.



Characters

Kratos

All-star overview

PlayStation owners have been enthralled with Kratos's quest for vengeance since the first *God of War* title arrived in 2005, captivated by its addictive combat system and epic story. His iconic weaponry and vicious fighting style have carried over to *PlayStation All-Stars* to create an interpretation of Kratos that is the embodiment of SuperBot's design goal: beginners can mash buttons to their hearts' content with satisfying results, while advanced players can methodically chain together Attacks into impressive combos for massive AP gain. Kratos has little problems going toe-to-toe with nearly all of the All-Stars, but his Level 1 and Level 2 Supers are too situational to score consistently, and he struggles to close the distance on larger levels. To that end, your goal when playing as Kratos is to use his bread and butter combo (□ , □ , ↓ , □ , □ , ↑ (hold), (air) □ , □ , □) to build the 750AP needed to unleash his Level 3 Super, Rage of Sparta.

WHY DO YOU WANT TO FOCUS ON GAINING 750AP FOR KRATOS'S LEVEL 3 SUPER ATTACK?

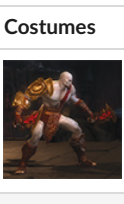
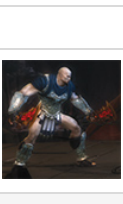
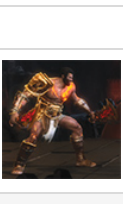
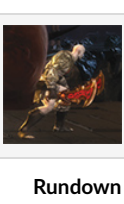
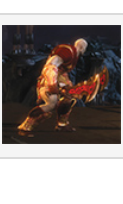
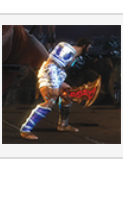
- Kratos's Level 1 Super travels a short distance and can easily be interrupted due to its slower start-up period, making it unreliable for consistent kills.
- His Level 2 Super has a large vertical reach but covers limited horizontal space, making it an inefficient method of scoring on all but the smaller levels.
- Rage of Sparta is active for 12 seconds and has a variety of Attacks that can reach opponents anywhere on any level, leading to huge score gains.
- Kratos is an AP-generating machine, with a multitude of simple execution COMBOS that build up Super Meter quickly.

WHAT ARE THE BEST METHODS OF GAINING 750AP QUICKLY WITH KRATOS?

- Kratos's BnB combo earns 90AP on its own or 140AP after a counter, with a minimal execution barrier.
- Absorb projectile AP values against ranged opponents using Spartan Charge (→ △).
- Correct timing of Kratos's counter (○) and Helios Flash (↓ ○) attack to add AP value to his BnB combo.
- Use the jump cancel property of Kratos's air □ Attacks to extend aerial combos, with the ultimate goal of triggering the Infinite Avoidance System for an additional 30AP bonus.

Kratos is an excellent character to pick when you're just getting started with the game. His Attacks take advantage of all aspects of the underlying rules of the combat system and serve as an excellent introduction to combos, cancels, and meter management awareness. Achieve mastery of Kratos's attack options, and online opponents shall curse your name as the new *God of War* .

AT A GLANCE

Costumes		
		
		

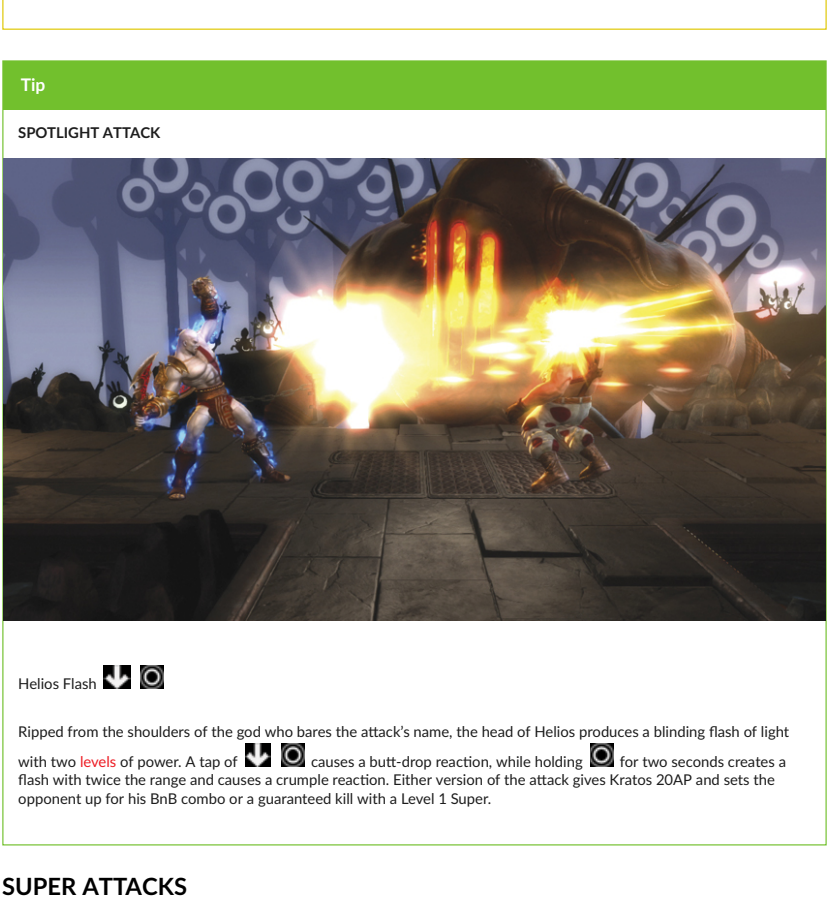
Rundown

- Name: Kratos
- Series: *God of War*
- Character Archetype: Close-range Melee
- AP Meter Level 1/2/3 Values: 150/400/750
- Rival Character: Sweet Tooth
- Best Matchups: Big Daddy, PaRappa
- Worst Matchups: Sackboy, Jak
- Best Level: Alden's Tower, Time Station
- Worst Level: Sandover Village, Stowaways
- Priority Pickups: Boots of Hermes

Once the leader of the mighty Spartan army, Kratos has wrenched his fate free from the gods who used him as their servant, swearing to see their reign ended. Known for a brutal approach to combat, he will let nothing stand between him and his quest to find and destroy whomever has gathered the combatants in Battle Royale.

Tip

SPOTLIGHT ATTACK



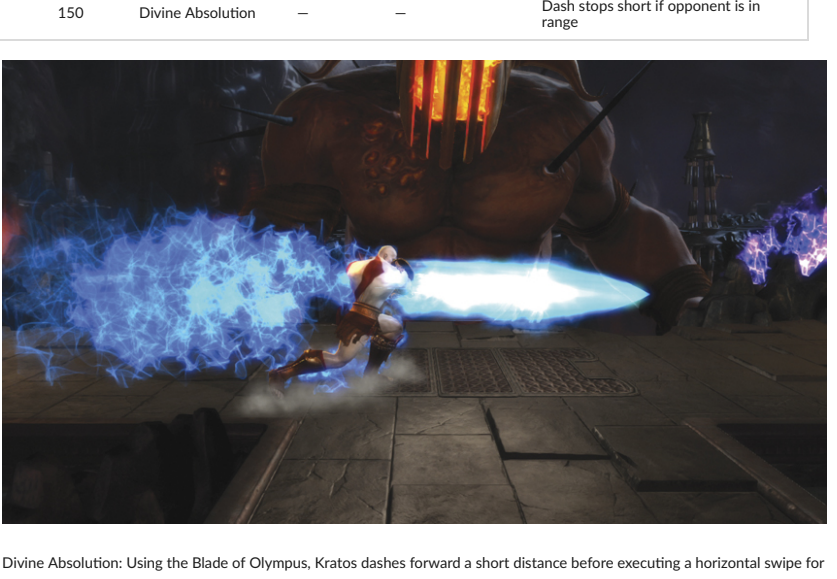
Helios Flash ↓ ○

Ripped from the shoulders of the god who bares the attack's name, the head of Helios produces a blinding flash of light with two levels of power. A tap of ↓ ○ causes a butt-drop reaction, while holding ○ for two seconds creates a flash with twice the range and causes a crumple reaction. Either version of the attack gives Kratos 20AP and sets the opponent up for his BnB combo or a guaranteed kill with a Level 1 Super.

SUPER ATTACKS

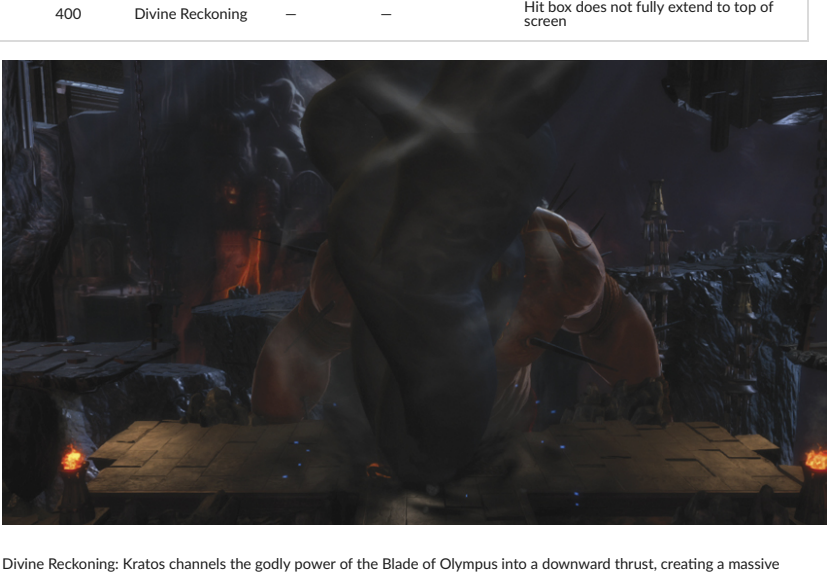
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Divine Absolution	—	—	Dash stops short if opponent is in range



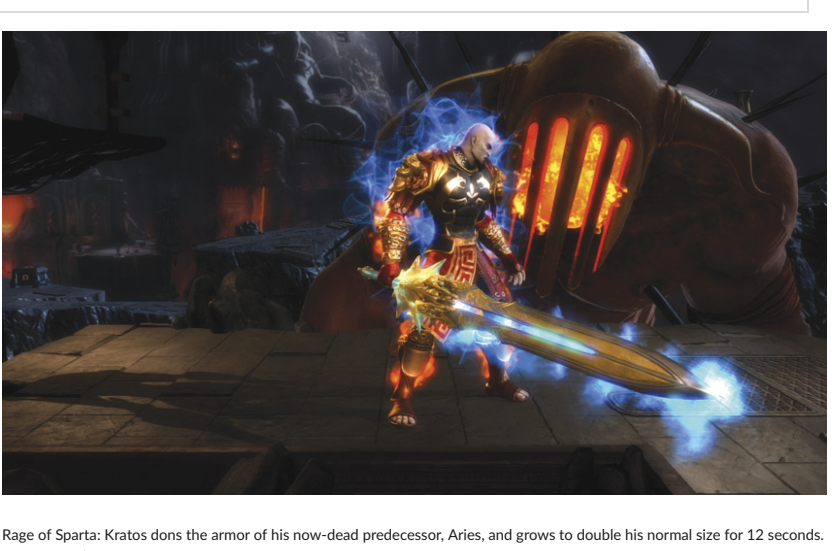
Divine Absolution: Using the Blade of Olympus, Kratos dashes forward a short distance before executing a horizontal swipe for the kill. This Super requires Kratos to have relative safety from attack in order to be executed properly: even at point-blank range, it takes nearly a full second before the blade comes in contact with the opponent, allowing foes to easily interrupt the attack with a quick attack or throw. The dash covers roughly four to five character lengths on open ground but stops short when Kratos reaches the edge of a platform or gets near an enemy. To guarantee a scoring blow, catch your foes with Helios Flash and execute Divine Absolution before they have a chance to recover.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Divine Reckoning	—	—	Hit box does not fully extend to top of screen



Divine Reckoning: Kratos channels the godly power of the Blade of Olympus into a downward thrust, creating a massive tornado that extends practically to the top of the screen. However, Divine Reckoning covers a limited area of horizontal space and requires enemies to be directly above Kratos for the kill. This is a great Super to use on smaller stages with lots of vertical space, like Time Station, but it can be extremely difficult to score multiple kills on wider stages like Stowaways or Invasion. Save this Super for when the perfect opportunity presents itself, like being directly surrounded by enemies, or use it as a counter to punish enemy Supers.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Rage of Sparta	13 seconds	□ : Spartan Fury; △ : Spartan Spirit; ○ : Spartan Glory	Spartan Glory projectile auto-aims



Rage of Sparta: Kratos dons the armor of his now-dead predecessor, Aries, and grows to double his normal size for 12 seconds. All of Kratos's weapons are replaced with the Sword of Olympus, featuring three unique Attacks to decimate foes at any range. Spartan Fury (□) is a three-hit melee combo used to take out challengers in immediate proximity to Kratos. Spartan Spirit (△) is a diving sword slash used to chase down fleeing opponents, and Spartan Glory (○) fires a ranged projectile that auto targets enemies at a distance. You should consistently score three kills per Super at minimum, with more depending on the size of the current level and enemy positioning.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Furious Uppercut	Right stick ↑	15%	Unblockable; 30AP of super armor	Bounce	Combo starter

Furious Uppercut: Kratos lifts his adversary into the air before sending out his blades to create a bounce reaction. As the only combo starter out of all of Kratos's THROWS, be prepared to follow up the attack with □ , □ , ↑ (hold) into the air combo of your choice. Be wary of performing this throw near other opponents to ensure that Kratos doesn't get knocked out from this extended throw animation.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Battering Ram	Right stick ← or →	15%	Unblockable; 30AP of super armor; +20AP per opponent hit while running	Eject tornado; lift against enemies hit during charge	Kratos stops and throws at edge of platform

Battering Ram: Battering Ram holds the distinction of having one of the few THROWS that can directly gain AP energy. Once an opponent is in his grasp, Kratos runs a half-screen forward, or the edge of a platform, before releasing his victim in an eject tornado state. Any foes in Kratos's path during the charge are forced into a lift state, while Kratos banks an extra 20AP per impact.

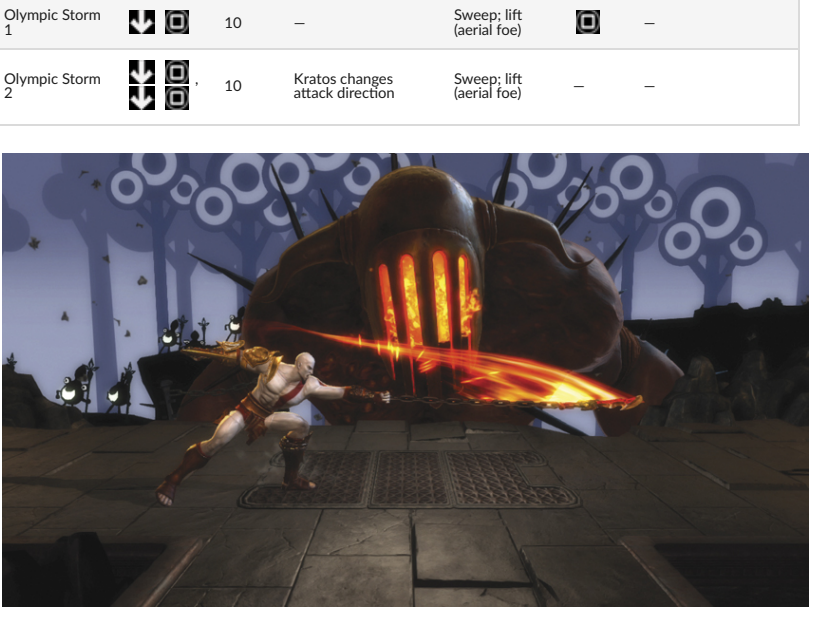
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Cestus Slam	Right stick ↓	15%	Unblockable; 30AP of super armor	KD	—

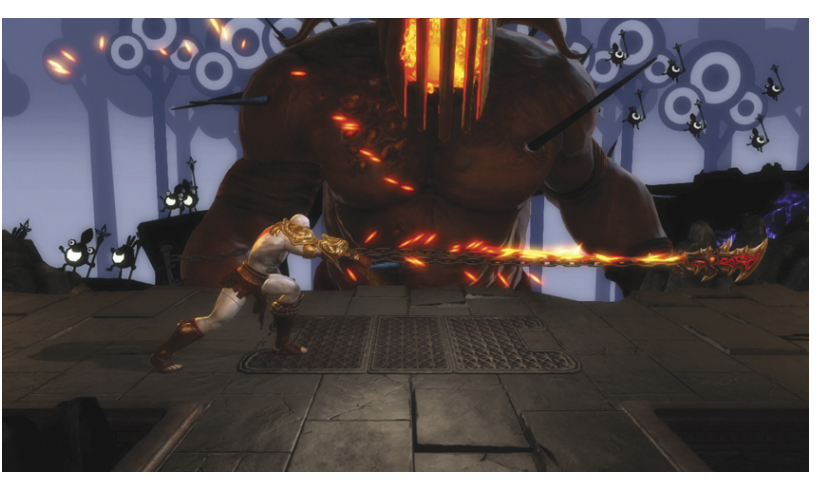
Cestus Slam: The Cestus Slam throw is designed to instantly shut down an opponent by quickly placing them in a knockdown state. Save this throw when facing an enemy with a full level or more of AP stocked up, as Kratos stands so close that he can instantly absorb the AP Orbs that eject from the challenger.

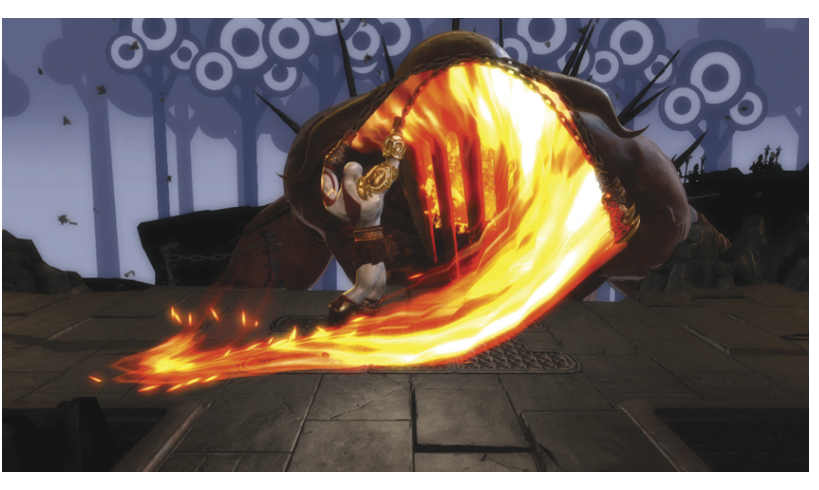
□ : SQUARE ATTACKS

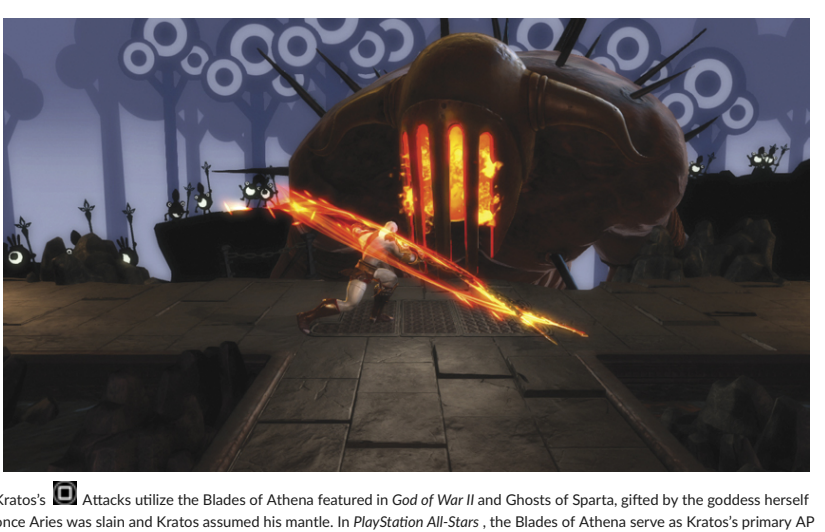
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Olympic Fury 1	□	5	—	—	□, ↑, □, ↓, □	—
-	Olympic Fury 2	□, □	5	—	—	□, ↑, □, ↓, □, △	—
-	Olympic Fury 3	□, □, □	30	—	Eject tornado	□	□ cancels to Olympic Fury 1
2	Combat Grapple	→ □	30	Tracks opponent	Eject tornado	—	Kratos in aerial state after hitting enemy
3	Olympic Ascension	↑ □	20	Hold □ to follow enemy	Full launch	—	—
4	Olympic Storm 1	↓ □	10	—	Sweep; lift (aerial foe)	□	—
-	Olympic Storm 2	↓ □, ↓ □	10	Kratos changes attack direction	Sweep; lift (aerial foe)	—	—









Kratos's □ Attacks utilize the Blades of Athena featured in *God of War II* and Ghosts of Sparta, gifted by the goddess herself once Aries was slain and Kratos assumed his mantle. In *PlayStation All-Stars* , the Blades of Athena serve as Kratos's primary AP generators and are the key to creating brutal combos. Olympic Fury creates a looping three-hit combo string that forces an eject tornado state on its final hit. You should only go for the full Olympic Fury combo when dealing with multiple enemies approaching from either side, as the attack string's ability to cancel into itself can swiftly clear space around Kratos. The real appeal of Olympic Fury lays in the cancel options of the first two hits — Olympic Ascension (↑ □), Olympic Storm (↓ □), and Plume of Prometheus (△) — that form the foundation of Kratos's highest AP combos.

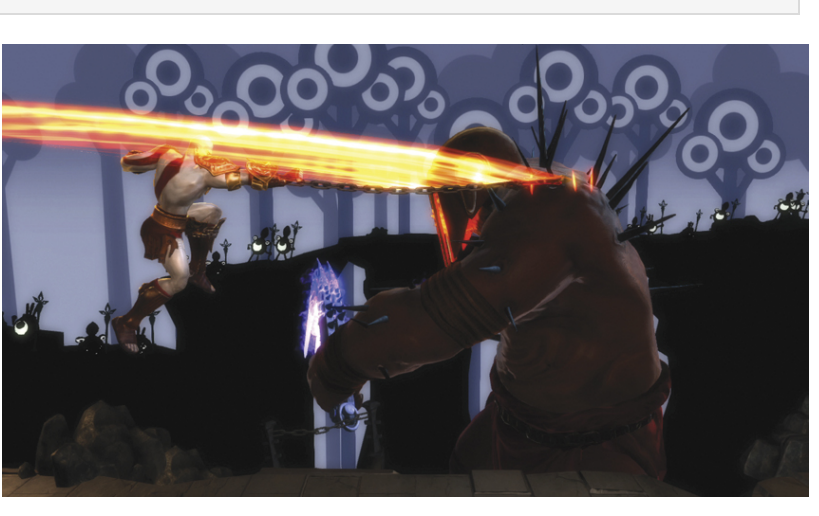
Olympic Ascension is the most direct method of launching opponents into the air and an exact replica of Kratos's primary heavy launcher from his origin series. It has the unique ability of allowing Kratos to automatically follow enemies skyward on hit by holding □ , allowing you to easily continue the combo without worrying about spacing. The auto-follow feature only counts as a single jump, meaning you can perform a jump cancel in your extended combo for even more AP.

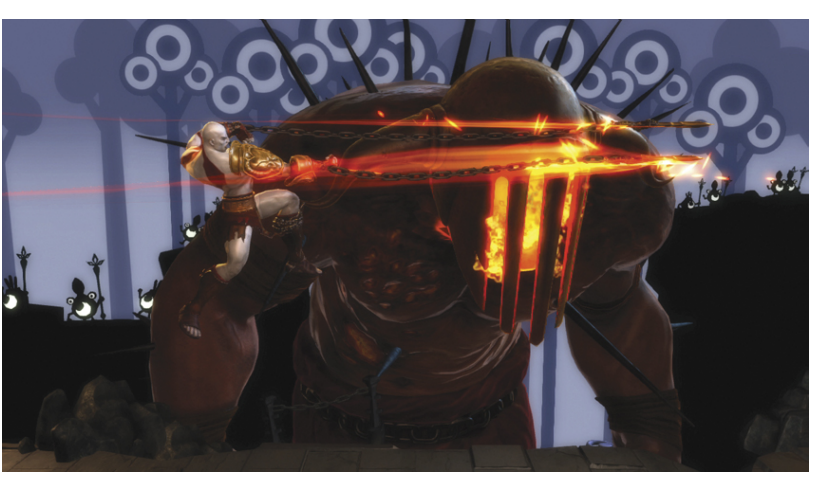
Olympic Storm is a sweeping attack that forces foes off of their feet, opening them up to the attack of your choice. This attack is notably the first cancel in Kratos's BnB combo, followed by two more hits of Olympic Fury before taking the battle to the air with Olympic Ascension. Olympic Storm can also cancel into itself, but the second hit causes Kratos to turn around and sweep behind him. This is a much faster option compared to looping Olympic Fury when sandwiched between adversaries. If an opponent tries to approach Kratos from behind in the middle of a combo, cancel into the second hit of Olympic Storm to redirect Kratos's attention.

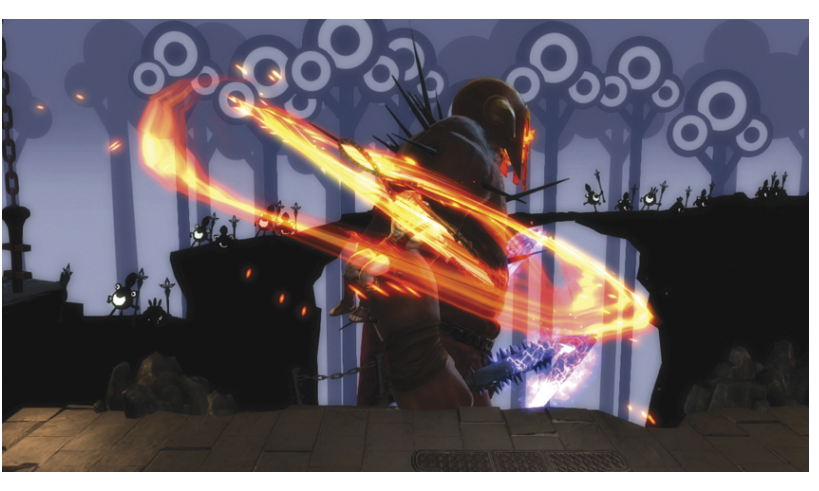
Combat Grapple (→ □) flings the Blades of Athena five character lengths in front of Kratos, locking an opponent in place as Kratos pulls himself in with a brutal shoulder charge. The blades auto-track opponents within a 45-degree cone in front of Kratos and can catch an enemy just above or below his current position. Aside from closing the gap between Kratos and his opponent, Combat Grapple can also be used to extend COMBOS by swiftly grabbing foes immediately after a wallbounce.

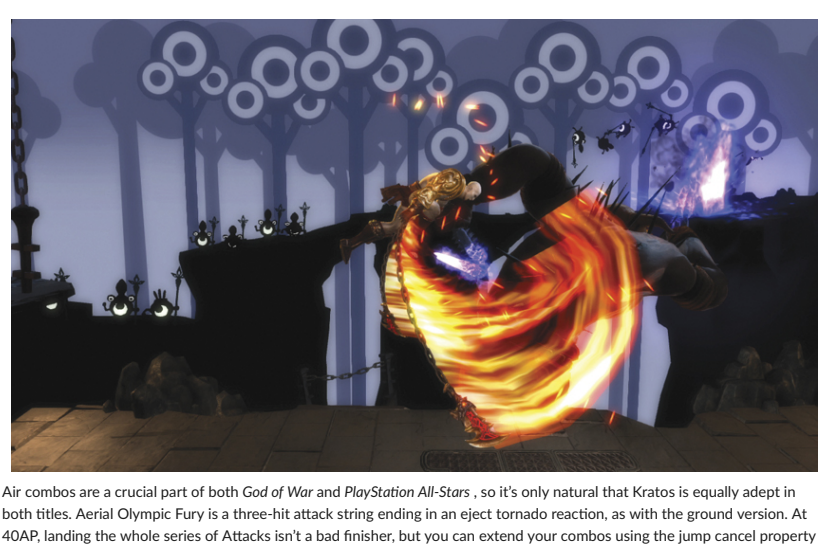
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Olympic Fury 1	Air □	5	—	—	✕, □	—
-	Aerial Olympic Fury 2	Air □, □	5	—	—	✕, □	—
-	Aerial Olympic Fury 3	Air □, □, □	30	—	Eject tornado	✕	—
2	Olympic Crash	Air → □	30	—	Eject tornado	✕	—
3	Cyclone of Chaos	Air ↑ □	5–30	—	Eject tornado on final hit	—	—
4	Athena's Revenge	Air ↓ □	20	—	KD	—	—









Air combos are a crucial part of both *God of War* and *PlayStation All-Stars* , so it's only natural that Kratos is equally adept in both titles. Aerial Olympic Fury is a three-hit attack string ending in an eject tornado reaction, as with the ground version. At 40AP, landing the whole series of Attacks isn't a bad finisher, but you can extend your combos using the jump cancel property of the first two hits.

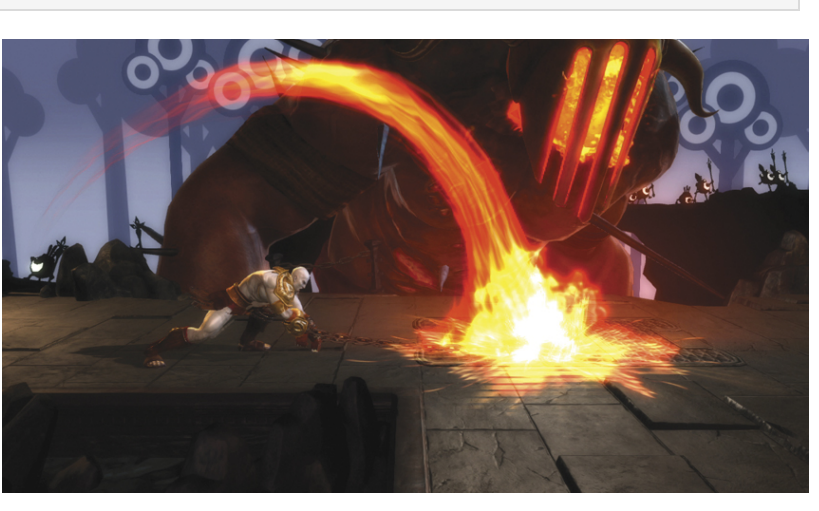
Olympic Crash is a ranged melee attack that causes an eject tornado reaction worth 30AP on hit. Think of Olympic Crash as a direct way to use Aerial Olympic Fury 3, and as a means of creating distance between Kratos and his opponent. The Cyclone of Chaos turns Kratos into a spinning whirlwind of death, dishing out six hits before causing an eject reaction on the final hit. It can be used as an aerial combo ender, but you might want to go with a more powerful single-hit move if you're about to cross the 100AP Infinite Avoidance System (IAS) threshold. The last hit to push a combo over 100AP triggers the IAS, and using Cyclone of Chaos means that's exactly what you'll earn. Why grab just 120AP with a bonus when you could have squeezed out 150AP and a full Level 1 Super?

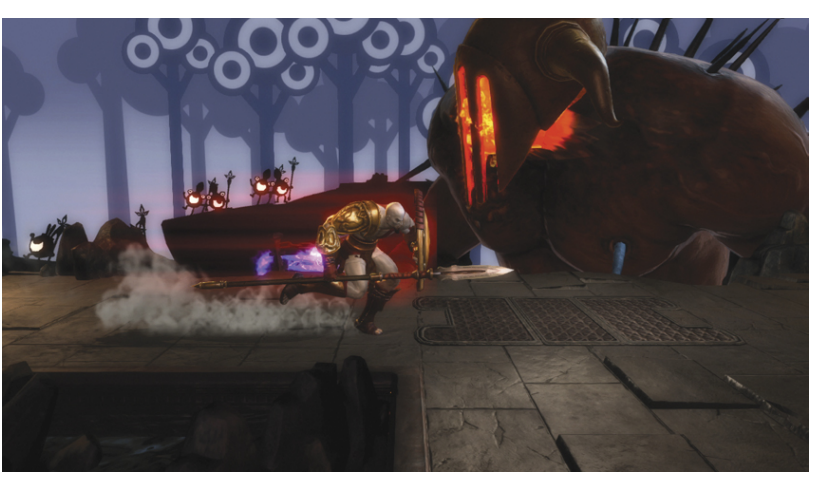
Athena's Revenge is an aerial shutdown attack that forces an enemy into a knockdown state immediately, regardless of height. When used as a jump-in attack, Kratos can clear the ground at his landing spot and get in position to charge Helios Flash to catch foes on wake-up. In the air, Athena's Revenge serves your gameplan the best when used at the end of a combo, followed by air ↓ △ to bring down the Barbarian Hammer on opponents' heads.

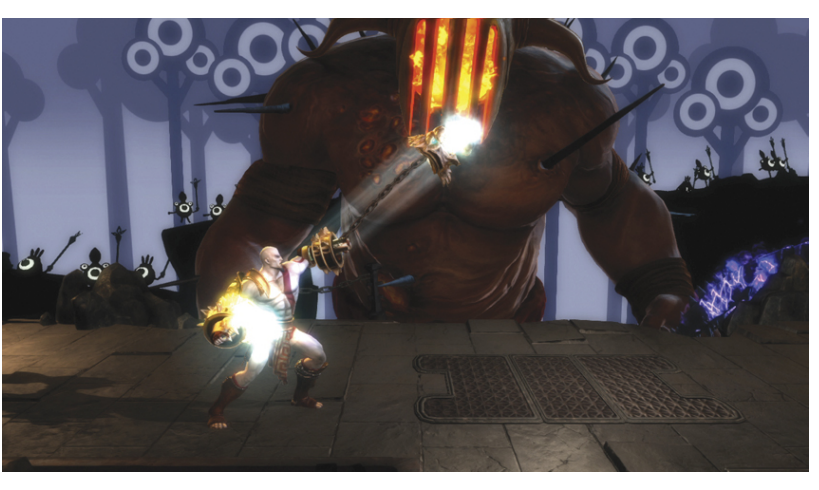
△ : TRIANGLE ATTACKS

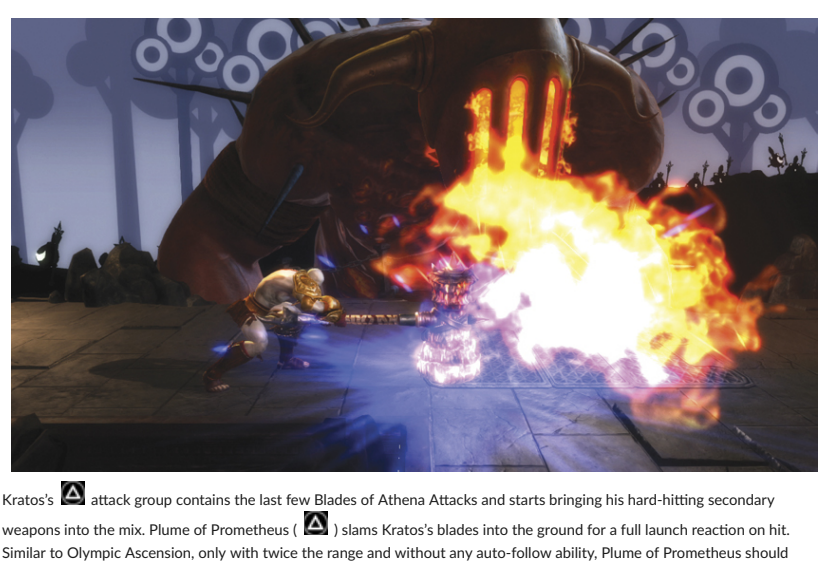
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Plume of Prometheus	△	20, 20	—	Full launch	—	Second hit only connects at close range
2	Spartan Charge	→ △	30	Absorbs projectiles; awards projectile AP value to Kratos	Eject tornado	—	Can charge off platforms; charge stops when foe in range
3	Brutal Ascension	↑ △	10, 20	—	Eject tornado (second hit)	—	—
4	Barbaric Crash	↓ △	20	Impact sends flame projectile along ground	KD (hammer); full launch (fire)	—	Short forward hop can fall off platforms; hammer does not strike until grounded









Kratos's △ attack group contains the last few Blades of Athena Attacks and starts bringing his hard-hitting secondary weapons into the mix. Plume of Prometheus (△) slams Kratos's blades into the ground for a full launch reaction on hit. Similar to Olympic Ascension, only with twice the range and without any auto-follow ability, Plume of Prometheus should mainly be used to transition a combo from ground to sky. It's entirely possible to force two or more opponents into the air thanks to the increased range; just remember that you have to input the jump command manually!

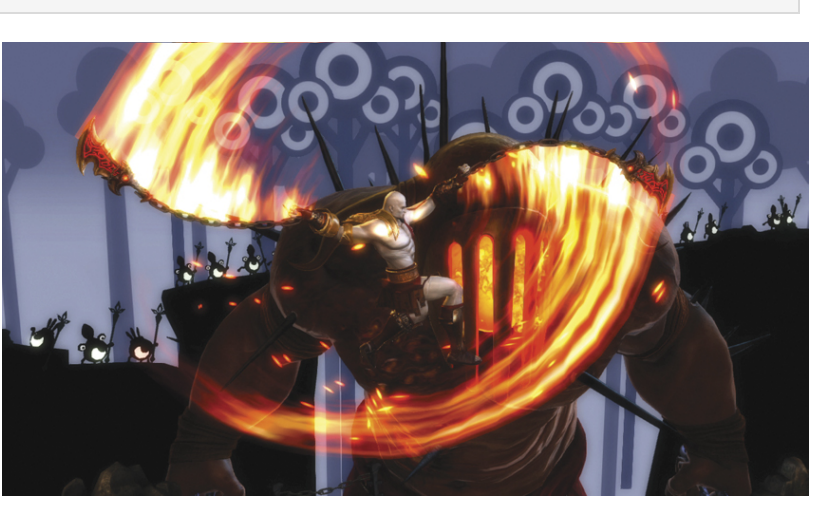
Spartan Charge (→ △) is one of Kratos's few traversal Attacks, running forward with shield and spear in-hand that can cause an eject tornado reaction on hit. But don't think you can send Kratos charging off into pack of foes with this attack, as it suffers from an extremely long recovery time on whiff. The Spartan shield Kratos wields is invaluable when fighting ranged characters. It can absorb projectiles, converting its on-hit AP value into more energy for Kratos.

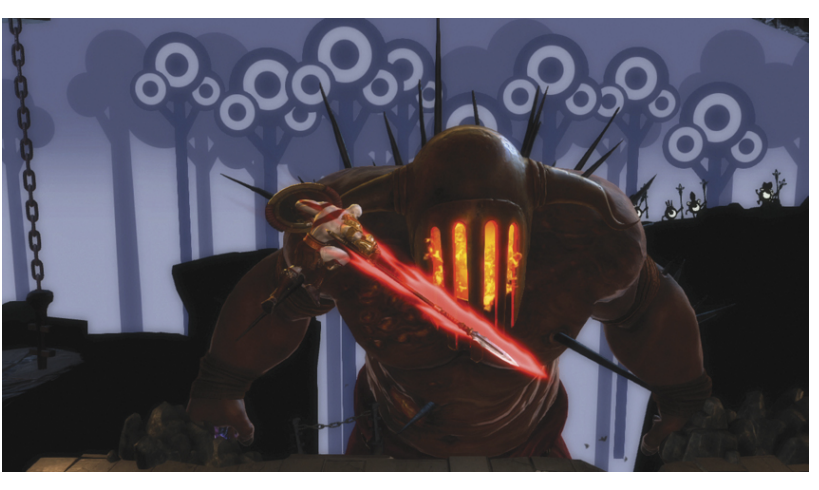
The Nemean Cestus comes into play with Brutal Ascension (↑ △), causing Kratos to attack up-forward with two strong hits. The range on Brutal Ascension is amazing, and the Neman Cestus can pass through solid platform, allowing you to attack any character regardless of the enemy All-Star's position above Kratos's head.

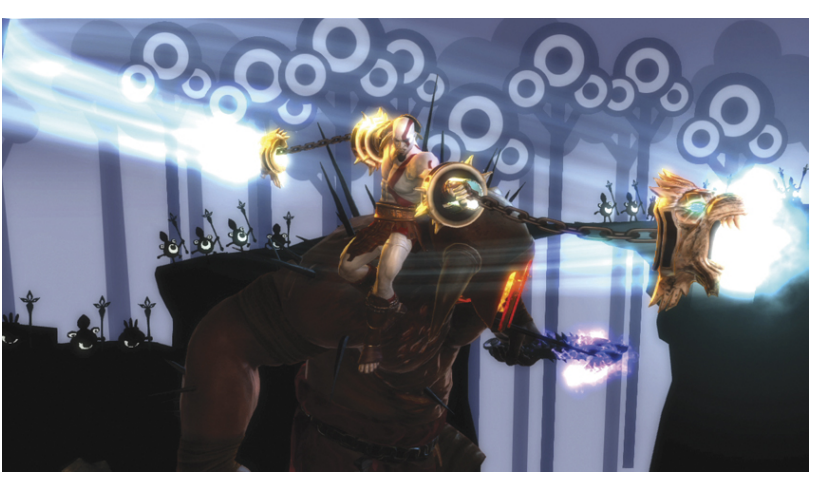
Barbaric Crash (↓ △) brings the Barbarian Hammer crashing down on your opponents. Kratos hops forward for momentum and brings the hammer down over his head with an impact so forceful it creates a fireball that travels along the ground for almost half of the screen. Any enemies caught by the hammer's head are forced into a knockdown state, while contact with the flame results in a full launch. The long start-up and recovery means it's a bad idea to use this attack within close range of an opponent, so hang back instead and make use of the fireball to launch several adversaries in a row from a safe distance.

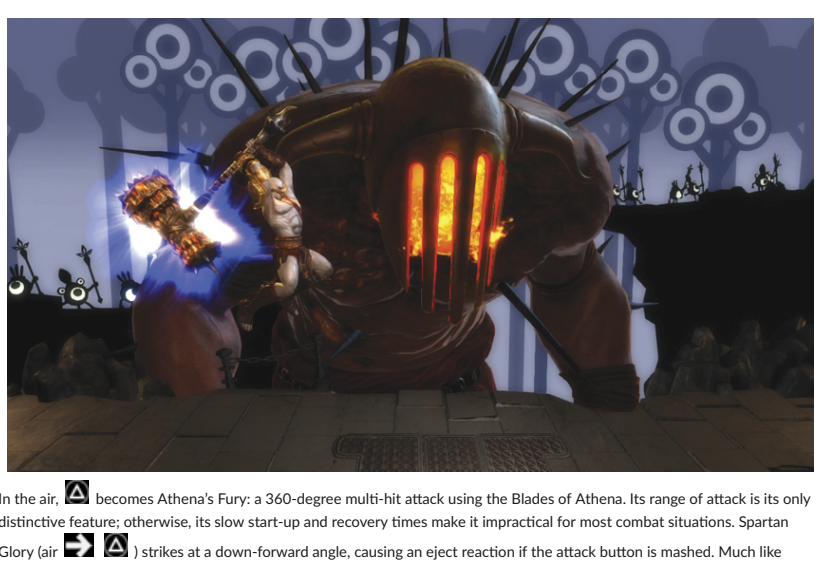
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Athena's Fury	Air △	5–10	—	—	—	Hits 360 degrees around Kratos
2	Spartan Glory	Air → △	10–30	Mashable	Eject roll (mash); eject tornado (mash, aerial foe)	—	—
3	Vicious Maul	Air ↑ △	30	—	Eject tornado	—	Hits on either side of Kratos
4	Barbarian Might	Air ↓ △	20	Impact sends flame projectile along ground	KD (hammer); full launch (fire)	—	Hammer does not strike until grounded









In the air, △ becomes Athena's Fury: a 360-degree multi-hit attack using the Blades of Athena. Its range of attack is its only distinctive feature; otherwise, its slow start-up and recovery times make it impractical for most combat situations. Spartan Glory (air → △) strikes at a down-forward angle, causing an eject reaction if the attack button is mashed. Much like Athena's Fury, the slow start-up time of Spartan Glory prevents it from being a crucial part of Kratos's arsenal.

Use Spartan Glory to catch enemies below Kratos when the distance or angle is too great for the Blades of Athena to reach.

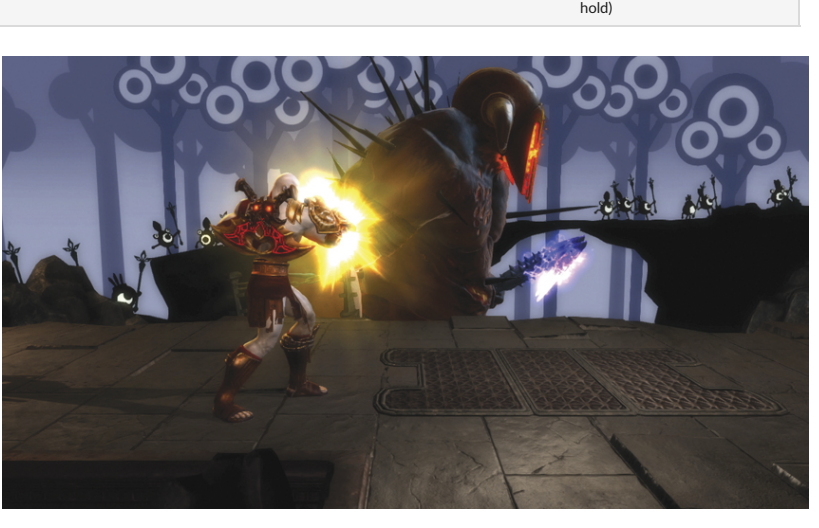
Vicious Maul is an attack meant to move enemies away from Kratos's position or to act as the final hit in a combo. It becomes active as soon as the lion heads of the Nemean Cestus leave their mounts, and it doesn't enter its recovery phase until they return. The blue glow surrounding the lion heads gives away its active frames.

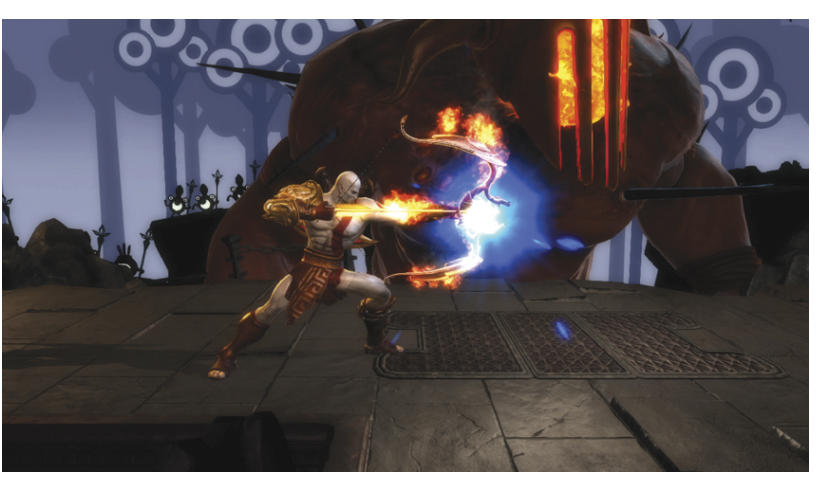
Activating Barbarian Might in the air is matter of keeping an eye on the ground and seizing an opportunity when you see it. On input, Kratos pulls out the Barbarian Hammer and immediately begins falling to the ground, with the attack becoming active once grounded. Watch out for stray enemies or projectiles, as Kratos can be hit out of the attack during his descent.

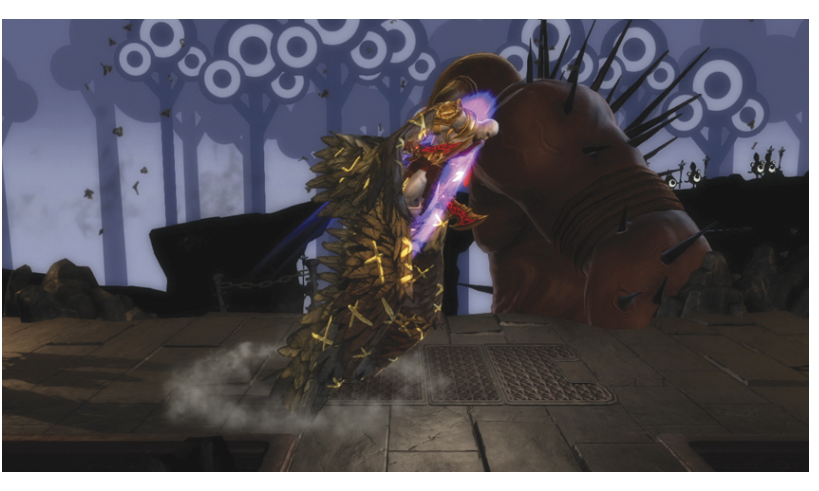
○ : CIRCLE ATTACKS

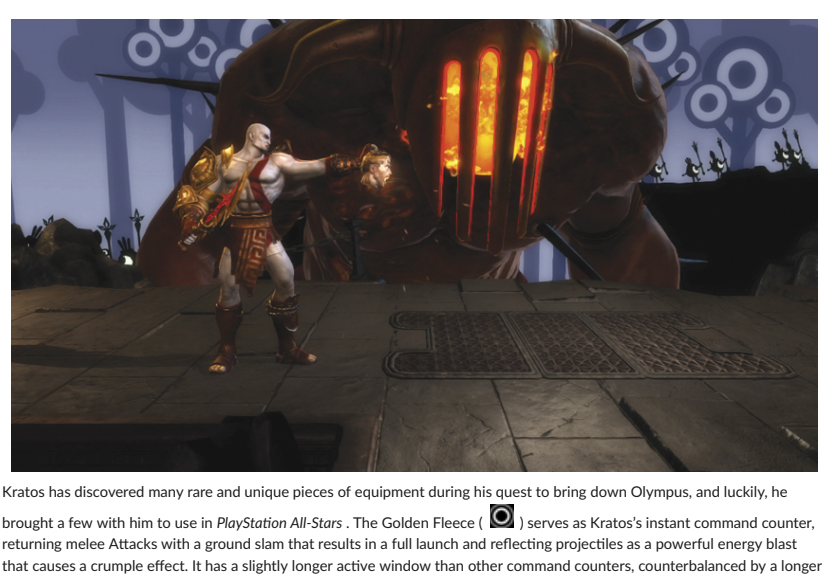
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Golden Fleece	○	20	Counter (melee); reflects projectiles	Full launch (melee); crumple (projectile); eject tornado (projectile, airborne)	—	Golden Fleece transforms countered projectile to energy blast; long recover on whiff
2	Apollo's Bow	→ ○	5, 10 (charged)	Chargeable; mashable; charged arrows pass through foes	Twitch (tap)	—	—
3	Icarus Ascension	↑ ○	20	Leaves Kratos airborne	Full launch	—	Action OK after wings disappear
4	Helios Flash	↓ ○	20	Chargeable	Butt-drop (tap); crumple or guard break (hold)	✕, ←, → (during hold)	Two-second charge; charge increase range









Kratos has discovered many rare and unique pieces of equipment during his quest to bring down Olympus, and luckily, he brought a few with him to use in *PlayStation All-Stars* . The Golden Fleece (○) serves as Kratos's instant command counter, returning melee Attacks with a ground slam that results in a full launch and reflecting projectiles as a powerful energy blast that causes a crumple effect. It has a slightly longer active window than other command counters, counterbalanced by a longer recovery time that guarantees an opponent is going to punish Kratos if you fail the counter attempt.

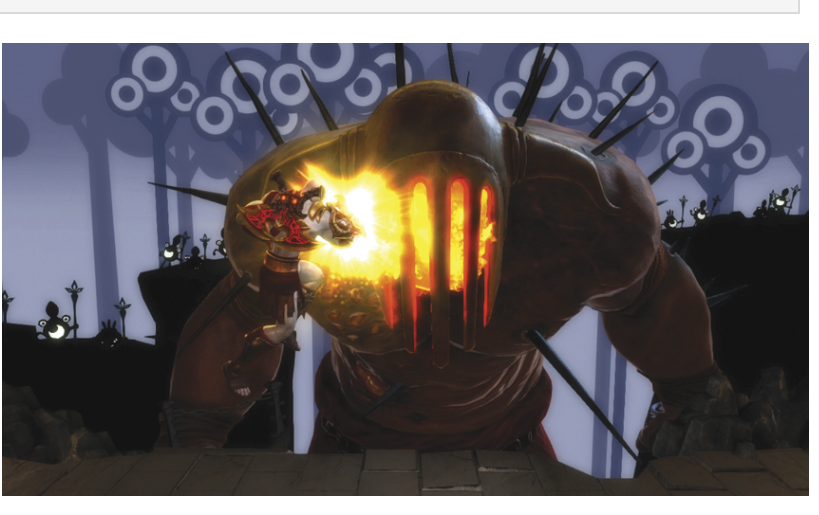
Apollo's Bow (→ ○) is a mashable and chargeable attack that unleashes magical arrows across the entire screen. Arrows fired by mashing ○ just cause a twitch effect and only serve to marginally slow down your foes. It is possible to use mashed arrows to milk AP from foes at a distance, but you're better off trying to close the distance and land a combo. A fully charged arrow is worth 10AP on hit, passes through enemies, and causes a normal hitstun reaction. Fully charged arrows are a perfectly viable way to interrupt an opponent's Level 1 Super from full-screen safety.

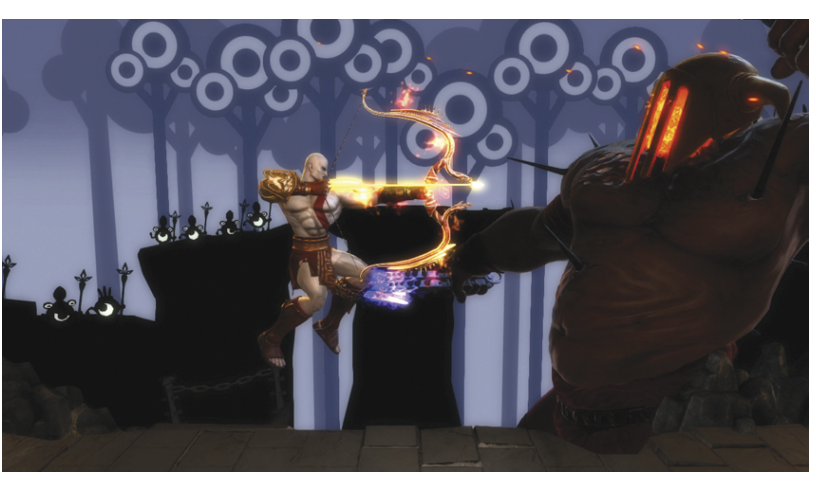
When you need to carry an opponent into the air with a heavy hit, then Icarus Ascension (↑ ○) attack can get you there. Kratos summons a massive pair of wings and jumps in an up-forward direction, causing a full launch on hit. Kratos is free to act once the wings retract, so be prepared to have Kratos double jump or perform another Icarus Ascension to catch your opponent before they recover.

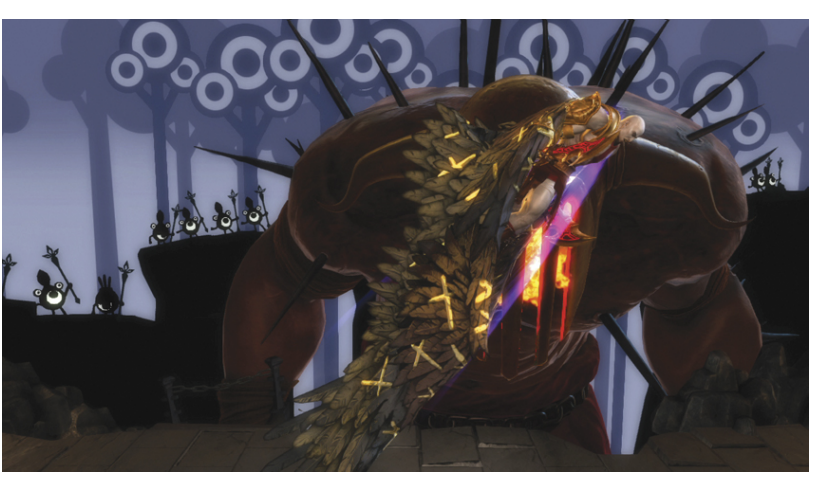
Helios Flash (↓ ○) creates a flash of blinding light that places opponents in a butt-drop state or into a crumple when fully charged. A charged Helios Flash covers roughly twice the distance of the uncharged version, but either can be used as a lead-in to a massive combo or a guaranteed kill with a Level 1 Super. The charged version can also cause guard break against a blocking foe, proving that one cannot hide from the eyes of a god.

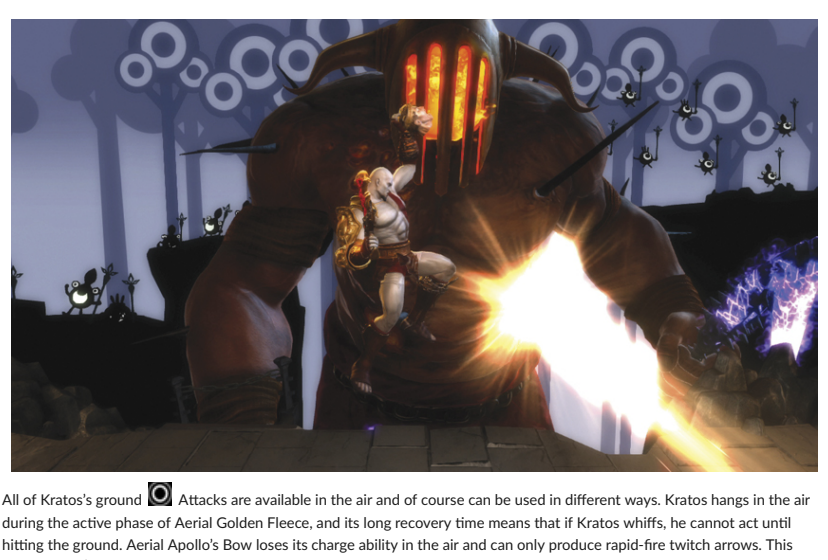
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Golden Fleece	Air ○	20	Counter (melee); reflects projectiles	Eject tornado (melee); crumple (projectile)	—	Long recovery on whiff
2	Aerial Apollo's Bow	Air → ○	5	Mashable	Twitch	—	Mashing reduces start-up between arrows
3	Icarus Ascension	Air ↑ ○	20	Can only perform once per air state	Full launch	—	Action OK after wings disappear
4	Aerial Helios Flash	Air ↓ ○	20	Fires downward at 45-degree angle	Grounded: butt-drop; airborne: lift	—	Cannot act until grounded









All of Kratos's ground ○ Attacks are available in the air and of course can be used in different ways. Kratos hangs in the air during the active phase of Aerial Golden Fleece, and its long recovery time means that if Kratos whiffs, he cannot act until hitting the ground. Aerial Apollo's Bow loses its charge ability in the air and can only produce rapid-fire twitch arrows. This attack doesn't help your game very much in the air, other than scoring a few extra AP if you have nothing else to do while Kratos is falling.

The air version of Icarus Ascension can only be used once per air state and should be used to give Kratos just a bit more time in the air when needed. The added height can save Kratos from falling off a ledge, give him a more advantageous position to land another attack or tack on more hits to the end of an air combo.

Aerial Helios Flash fires downward at a 45-degree angle, causing a butt-drop reaction when hitting a grounded foe or a lift reaction in air-to-air combat. Kratos cannot perform another air action after using helios flash, and a grounded opponent can recover before you have a chance to combo into another attack. Instead of comparing it to the grounded version, think of aerial helios flash as a way to control space and buy yourself time while you position kratos for another attack.

COMBOS

MAIN COMBOS

Note: All COMBOS assume your character is facing the right side of the screen.

I. Against grounded foe: □ , □ , ↓ , □ , □ , ↑ (hold), (air) □ , □ , □

90AP; (with Counter or Helios Flash starter) 110AP +30AP IAS Bonus

Kratos's bread and butter combo only uses a single attack button and serves as an excellent introduction on how to link different Attacks together. The first trouble spot comes after the ↓ □ sweep; time the next two □ Attacks to hit as the opponent falls level with Kratos's chest. Remember to continue holding ↑ □ until Kratos jumps to meet the target, and input the next three □ Attacks once level with the opponent. When you reach a point where you can perform this combo in your sleep, start breaking it down and look for spots where can replace and work in different Attacks.

II. Against grounded foe, corner required: □ , □ , □ (wallbounce) → , (double jump), (air) □ , □ , □

110AP +30AP IAS Bonus

This combo requires Kratos and his opponent to be roughly five character lengths away from the wall to execute properly, but it illustrates how Kratos can take advantage of characters after a wallbounce using Combat Grapple. Start with a three-hit Olympic Fury to eject your opponent, and input → □ just as they're about to hit the wall. Combat Grapple automatically tracks its target, so it should connect and pull Kratos up to their level. Double jump immediately after the impact and begin an Aerial Olympic Fury chain to finish off the combo. Depending on Kratos's spacing and jump timing, you may have to turn Kratos around in order to connect the Aerial Olympic Fury combo.

III. Against grounded foe: △ , ↑ , double jump, (air) □ , □ , □

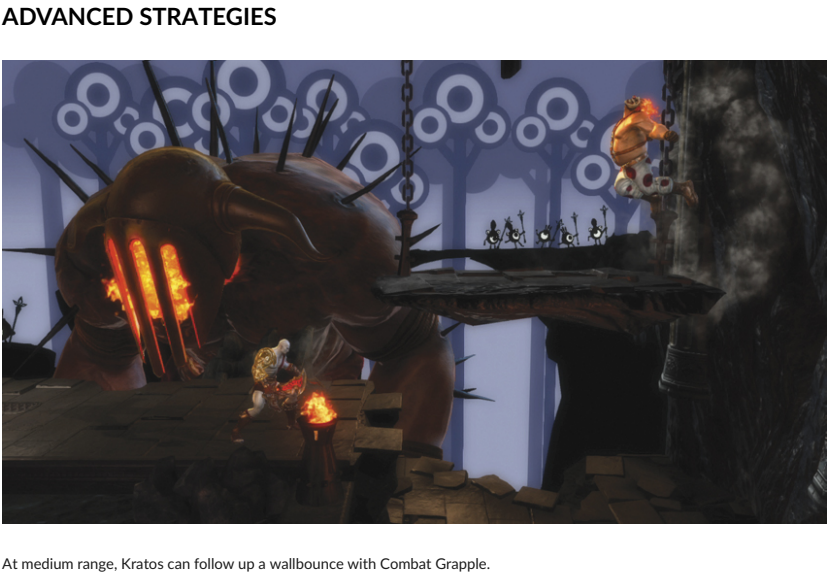
100AP +30AP IAS Bonus

You don't always have to rely on ↑ □ to get Kratos into the air for bigger COMBOS; sometimes, the Icarus Wings can get you there. After Plume of Prometheus, wait until your opponent is at the peak of their launch reaction to activate the Icarus Wings. Double jump immediately after Icarus Wings connects and go for the standard Aerial Olympic Fury series to bank 130AP! If Plume of Prometheus catches multiple enemies at once, continue with the Icarus Wings and double jump follow up, but replace the Aerial Olympic Fury combo with Vicious Maul (↑ △) to hit all opponents.

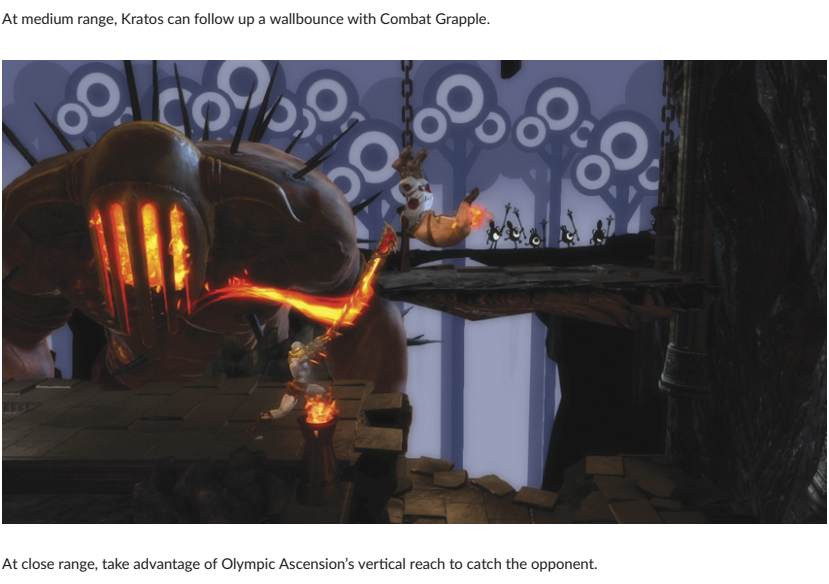
COMBO APPENDIX

Combo	_+AP	Notes
→ △ (wallbounce) ↑ □ (hold), (air) → □	80	Requires wall. Press and hold ↑ □ after the wallbounce to connect and follow the opponent into the air.
↑ ○, (air) ↑ ○, double jump, → □	70	You can only perform one Icarus Wings per air state, but the ground version doesn't count, essentially giving Kratos a triple jump.

ADVANCED STRATEGIES



At medium range, Kratos can follow up a wallbounce with Combat Grapple.



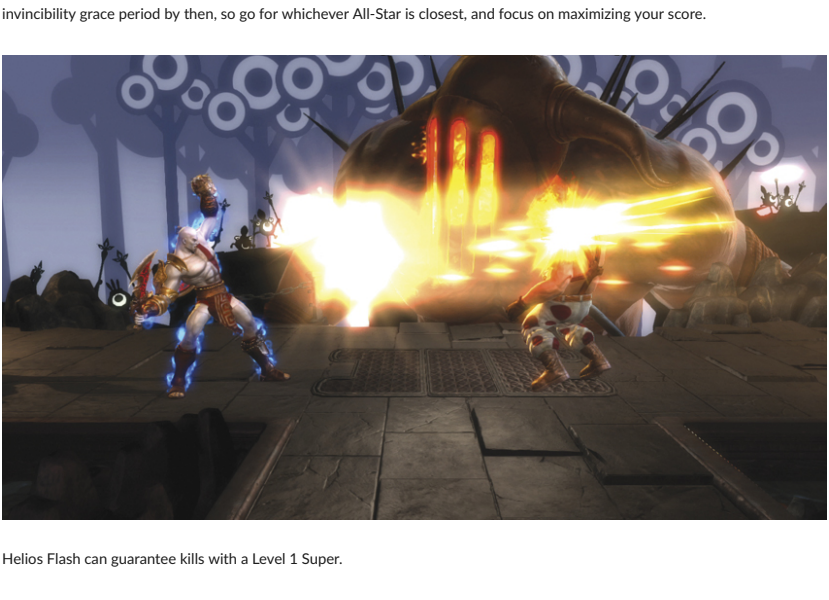
At close range, take advantage of Olympic Ascension's vertical reach to catch the opponent.

Utilizing Kratos's amazing combos to their fullest is the best way to build massive amounts of AP quickly. The Ghost of Sparta has several options available to him to chain moves together, but Kratos can truly excel when there's a wall between him and his target. Both Olympic Fury 3 and Spartan Charge can be used to cause a wallbounce, but how you use to follow up the attack depends entirely on Kratos's spacing. Combat Grapple is the choice when at medium range, as its tracking ability guarantees a successful hit and pulls Kratos into the air. Have Kratos either double jump or use Icarus Wings to get a bit of extra height before starting the next attack.

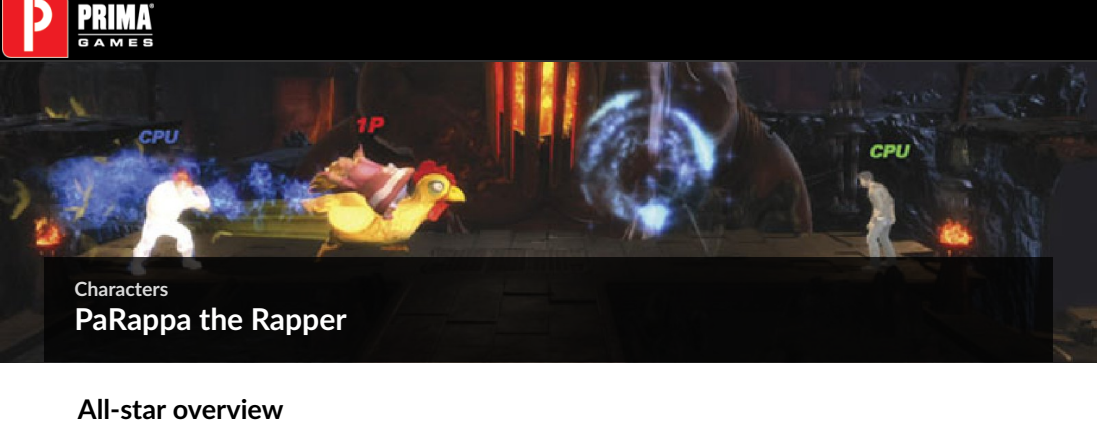
At close range, Olympic Ascension is the attack to use. It has a surprising amount of vertical reach, and by holding □ , you don't have to worry about jumping at the right moment to catch up with your foe. Once you've got your adversary trapped in the air, finishing with Aerial Olympic Fury is going to give you the most AP for your buck, but if you still have a jump remaining, land the first two hits and jump cancel into ↑ △ or ↑ □ to add even more energy to your Super Meter. Every single ground combo in Kratos' arsenal can benefit from the 20AP awarded on hit from Helios Flash or a successful counter attempt, bringing you one attack closer to triggering the Infinite Avoidance System and adding another extra 30AP to your goal.

It's far too easy for Kratos to gain over 100AP in a single combo, but spending that Meter effectively can be a struggle, especially on maps with a lot of horizontal space. His Level 1 Super attack only covers a short distance and is easily interrupted by close-range melee Attacks or projectiles. However, like with any Super attack, don't hesitate to activate his Level 1 if an opportunity presents itself for a free kill, such as an enemy becoming stunned by a Hazard or item. You can create your own opportunity using Helio Flash, as either version of the attack knocks your opponent down for a long enough time that a close-range Level 1 kill is guaranteed.

While it covers an impressive vertical range, Kratos's Level 2 Super offers almost no horizontal coverage. This isn't so much of a problem on smaller maps, especially those with a lot of vertical space, since these maps encourage players to fight in groups. Connecting Divine Reckoning on larger maps like Invasion or Stowaways is a problem, forcing you to wait out the competition until the opportunity presents itself to have Kratos rush in and activate the Super. If you notice enemies clustering together on a bigger map, use ↓ △ to flatten them all with the Barbarian Hammer, and activate the Super while everyone is waking up Kratos's Level 3 Super can be difficult to score with on bigger maps. Each of his Attacks is fairly slow and lumbering, giving savvy players the opportunity to have their characters dodge roll to safety. This problem gets worse on larger maps, since even Kratos's projectiles are easy to roll away from. If you find yourself stuck in a situation where everyone is running away in all directions, pick the two enemies closest together and go after them first with □ Attacks. Once they've taken care of, focus on hitting your surviving opponent with ○ . The projectiles can track targets to a certain extent, ensuring that your initial shot fires at the right trajectory. After two shots, your previously slain opponents should have respawned and exited their invincibility grace period by then, so go for whichever All-Star is closest, and focus on maximizing your score.



Helios Flash can guarantee kills with a Level 1 Super.



Characters

PaRappa the Rapper

All-star overview

Trained by the great Chop-Chop Master Onion, the original PlayStation hip-hop hero has become an expert close-range fighter since his last adventure. PaRappa is an extremely fast character with excellent combo and mobility options. However, due to his diminutive stature, most of his attacks have a very short range that can be a major issue when dealing with ranged characters or heavy hitters. Luckily, PaRappa has a few options to compensate for his shortcomings, including the ability to generate AP Orbs, reflect projectiles, and pull enemies toward himself. Your main goal when playing as PaRappa is to use his combos and traversal attacks to build the 400AP needed for his Level 2 Super, Skater Boy.

WHY IS SKATER BOY THE BEST SUPER TO USE WITH PARAPPA?

- PaRappa is incredibly fast during Skater Boy, and it has the highest kill-per-use potential out of PaRappa's three Super attack options.
- Skater Boy has no problems scoring two or three kills on larger levels, with the potential to kill upwards of four or five enemies on smaller levels.
- At 400AP, it's worth the risk to activate Level 2 and potentially get more kills instead of struggling for the 600AP needed for his Level 3.

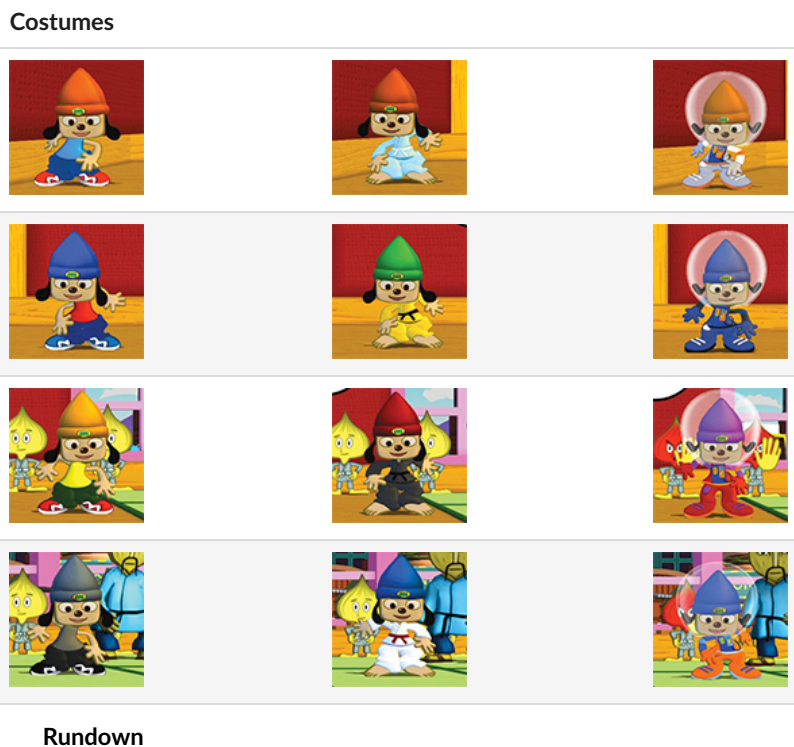
HOW DO YOU QUICKLY BUILD THE 400AP NEEDED FOR LEVEL 2 CONSIDERING PARAPPA'S SHORT RANGE?

- Use Dash! (air → △) and I'm a Fan! (→ ○) to cover horizontal distances swiftly, and Uppercut! (↑ □) or Thousand Kicks! (air ↓) for vertical space.
- Hit enemies at mid-range with Come Here! (○), pulling them toward PaRappa and setting up big AP combos.
- Reflect projectiles using Whack! (△), forcing ranged characters to think twice about shooting at PaRappa.
- Deploy Boxy Groove (↓ ○) in secluded areas to soak up the AP Orbs and bait opponents into coming toward PaRappa's location.

At first glance, it might seem like PaRappa can't stand up to some of the beefier and faster All-Stars, but the millions of players who've come to know PaRappa the Rapper understand that he always finds a way to overcome life's obstacles. Stay mobile, utilize his beneficial attack properties, and most important: ya' gotta believe!

AT A GLANCE

Costumes



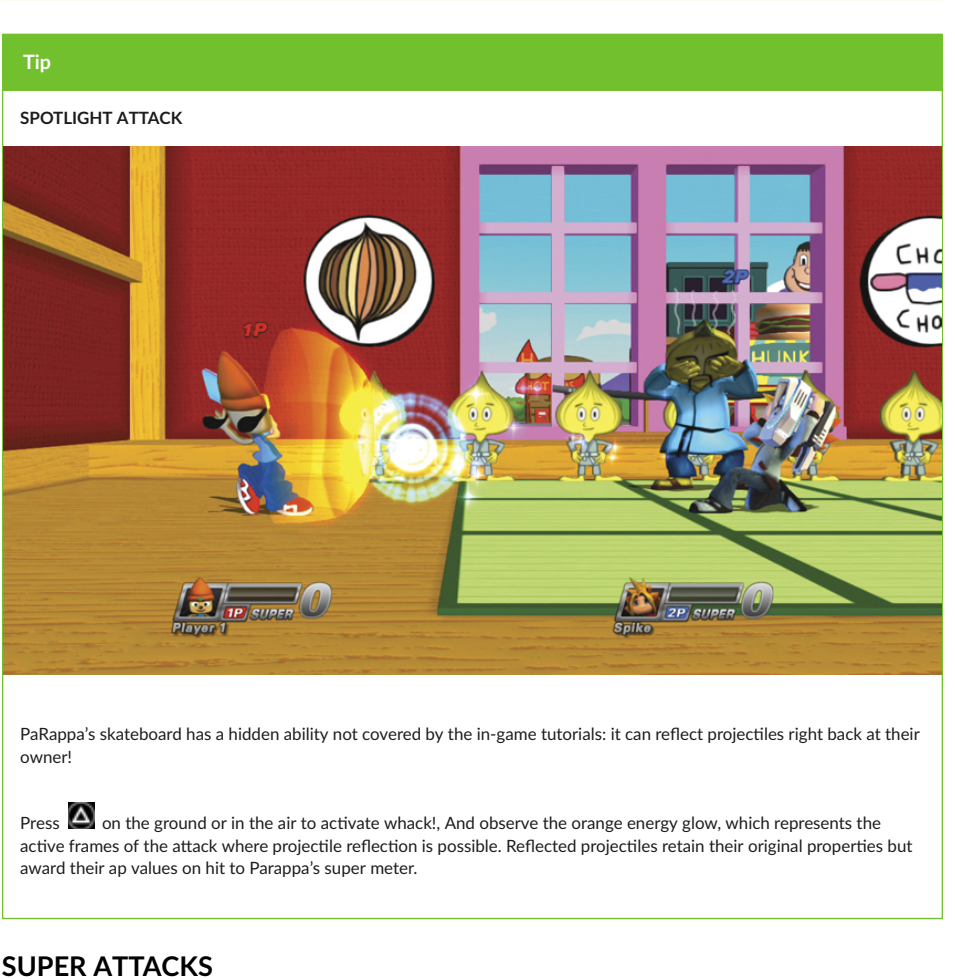
Rundown

- Name: PaRappa
- Series: PaRappa the Rapper
- Character Archetype: Close-range melee
- AP Meter Level 1/2/3 Values: 125/400/600
- Rival Character: Spike
- Best Matchups: Sweet Tooth
- Worst Matchups: Radec, Big Daddy
- Best Level: Hades
- Worst Level: Sandover Village
- Priority Pickups: Dohvat Laser Designator

With his trademark red cap and ever-present microphone, PaRappa entertains crowds the world over with his freestyle rapping and skateboarding prowess. Trained by Chop Chop Master Onion, PaRappa is as formidable in combat as he is on stage, bringing all of his talents to bear, the most important of which is his indomitable belief in himself.

Tip

SPOTLIGHT ATTACK



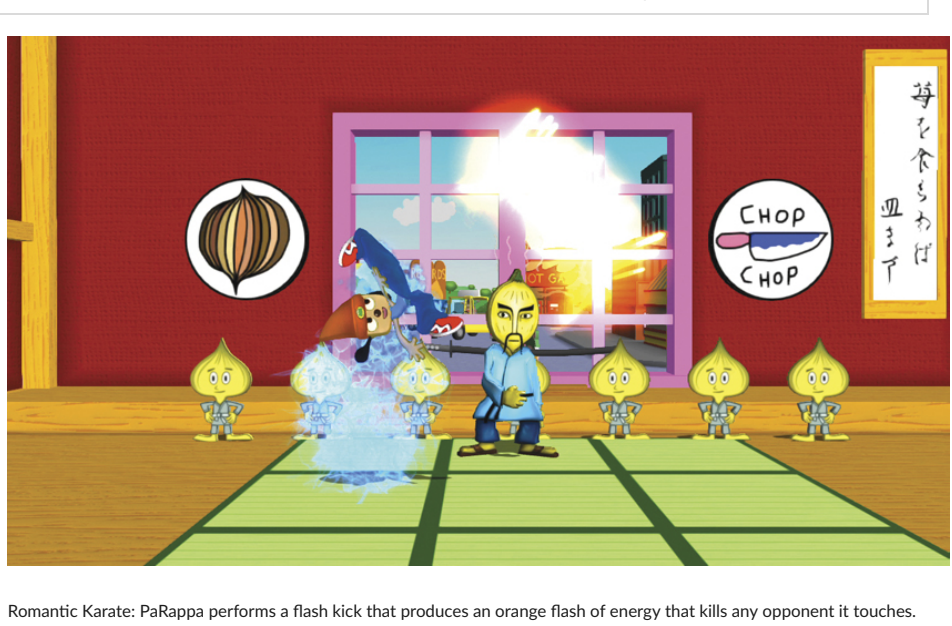
PaRappa's skateboard has a hidden ability not covered by the in-game tutorials: it can reflect projectiles right back at their owner!

Press △ on the ground or in the air to activate Whack!. And observe the orange energy glow, which represents the active frames of the attack where projectile reflection is possible. Reflected projectiles retain their original properties but award their ap values on hit to Parappa's super meter.

SUPER ATTACKS

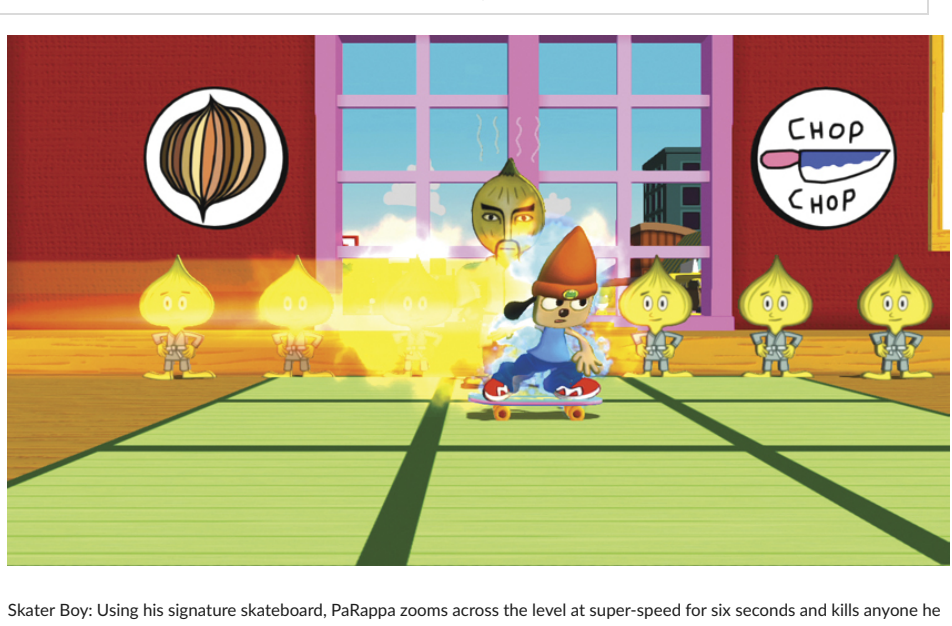
Overview

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	Romantic Karate	—	—	Cannot act until grounded; opponent must contact orange flash



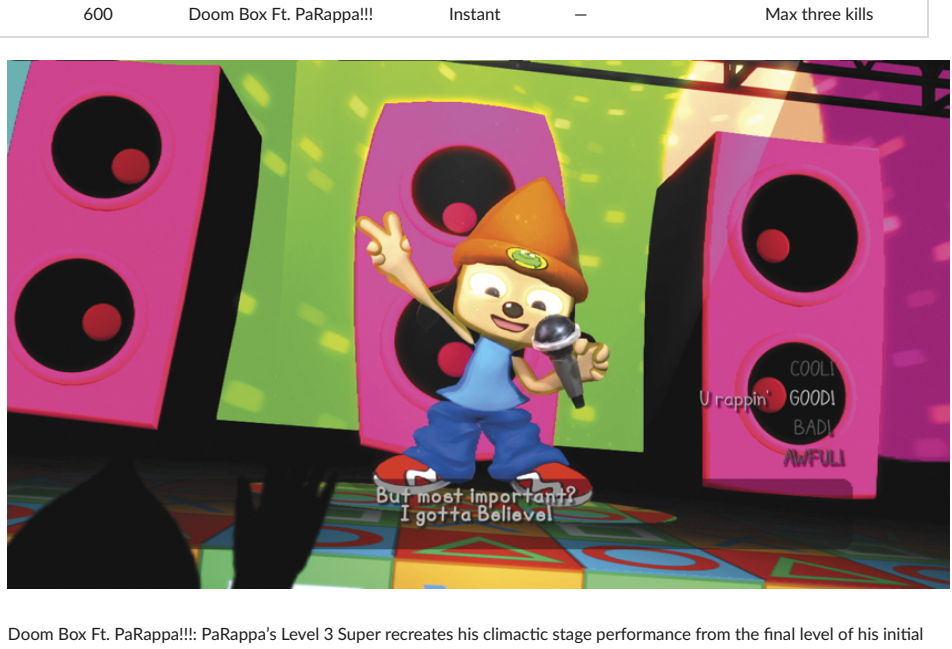
Romantic Karate: PaRappa performs a flash kick that produces an orange flash of energy that kills any opponent it touches. Romantic Karate strikes above PaRappa's head, so the flash can only catch grounded enemies within one character length of PaRappa, and enemies at that range can easily hit PaRappa out of the Super with a quick attack. However, Romantic Karate can work as an anti-air attack or to catch opponents on a thin platform above his head. Uppercut! (tap ↑ □) can be used as a set-up for a guaranteed kill; just activate the Super immediately upon landing, trapping the adversary within the orange flash after their air recovery.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Skater Boy	6 seconds	Press ← or → to change direction, ✕ to jump	—



Skater Boy: Using his signature skateboard, PaRappa zooms across the level at super-speed for six seconds and kills anyone he touches. PaRappa maintains a constant forward momentum while Skater Boy is active, but you're free to have him change direction and jump at any time. Try activating this Super close to an enemy, ideally more than one, and kill them immediately so you can have a chance to kill them again before Skater Boy ends. Remember to always jump before changing direction, as the kick-flip animation PaRappa performs on the ground eats up valuable Super time that could be spent chasing down opponents.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	600	Doom Box Ft. PaRappa!!!	Instant	—	Max three kills



Doom Box Ft. PaRappa!!!: PaRappa's Level 3 Super recreates his climactic stage performance from the final level of his initial PlayStation adventure, only instead of winning the heart of Sunny Funny, his reward is the death of all enemies on the screen. It's not too hard to acquire the 600AP needed to activate this Super, but Skater Boy has a higher kill potential for a lower AP cost. Activate the Super immediately once you've acquired the 600AP and verified all adversaries are currently spawned to maximize the amount of time you have to acquire more AP.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Acrobat Kick	Right Stick ↑	15%	Unblockable;30AP of super armor	Lift	Combo starter

Acrobat Kick: PaRappa does a handstand and uses both feet to lift his opponent into the air. You can easily juggle your challenger before they can recover by using ↑ □, ↑ △, or ↑ ○ immediately after the lift.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Dance Kick	Right Stick ← or →	15%	Unblockable;30AP of super armor	Eject tornado	—

Dance Kick: A short hop into a front kick is all it takes to send your opponent into an eject tornado reaction. Dance Kick serves as PaRappa's primary throw for getting an attacker out of his face, but it's also possible to catch an enemy with ↑ □ (hold) if the eject results in a wallbounce.

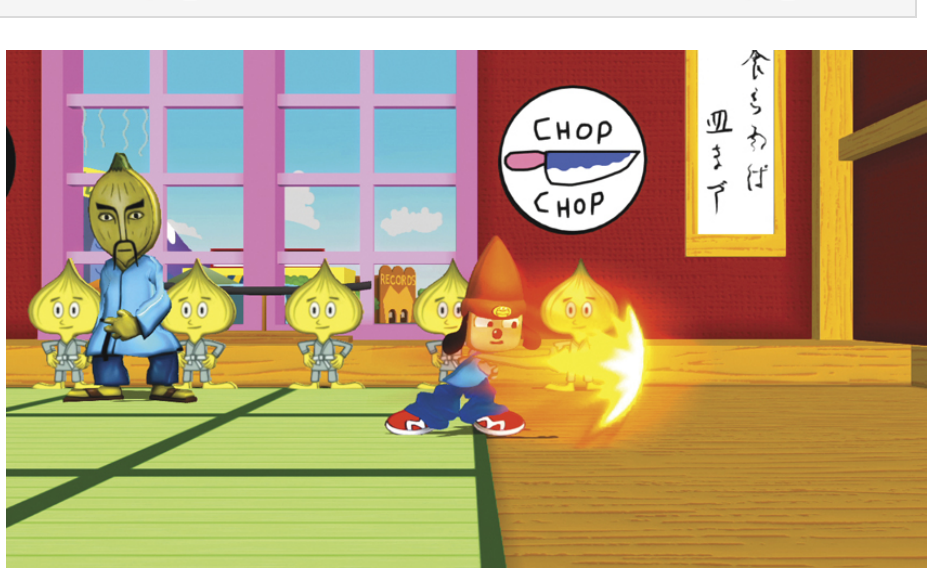
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Kung Fu Kick	Right Stick ↓	15%	Unblockable; 30AP of super armor	KD	—

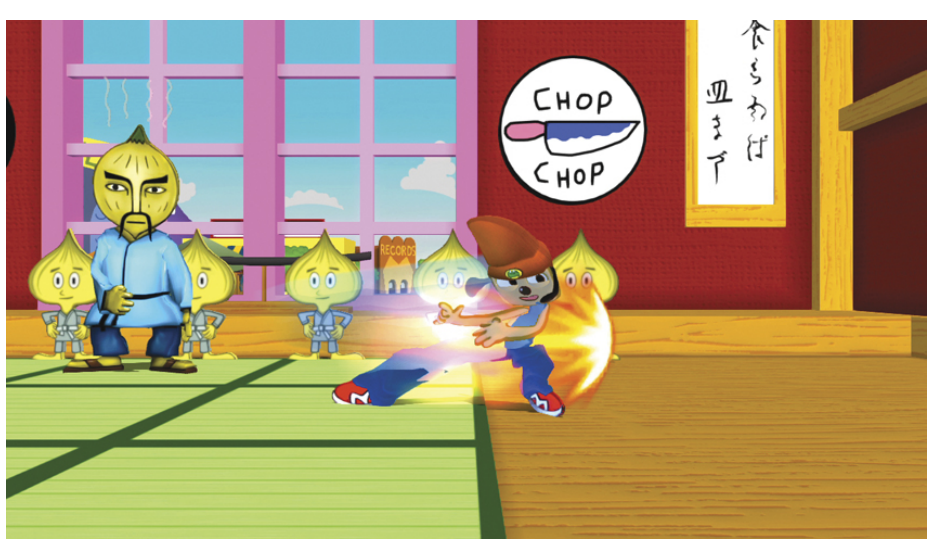
Kung Fu Kick: PaRappa uses his opponent as leverage to lift himself into the air, coming down with a brutal axe kick that results in a knockdown. Like with most down THROWS, use Kung Fu Kick to shut down a foe and reposition PaRappa for another attack opportunity.

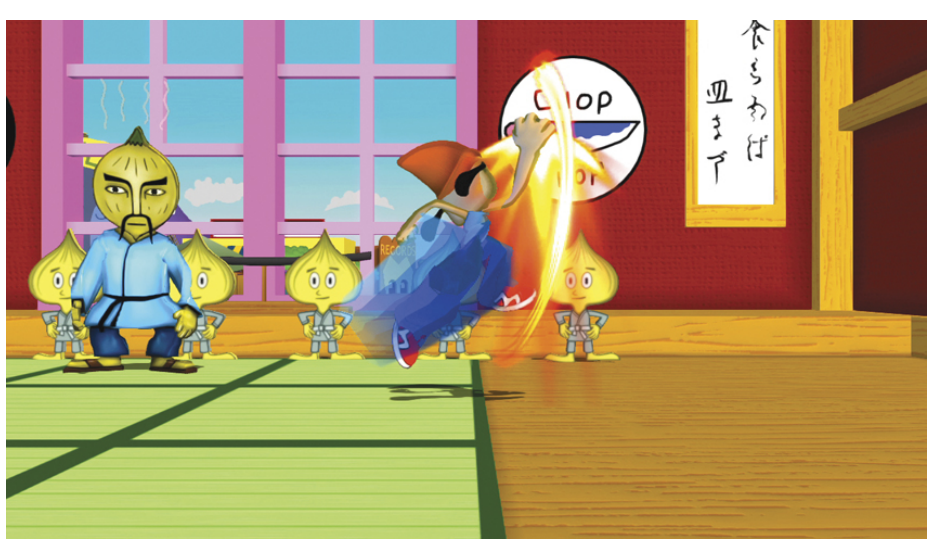
□ : SQUARE ATTACKS

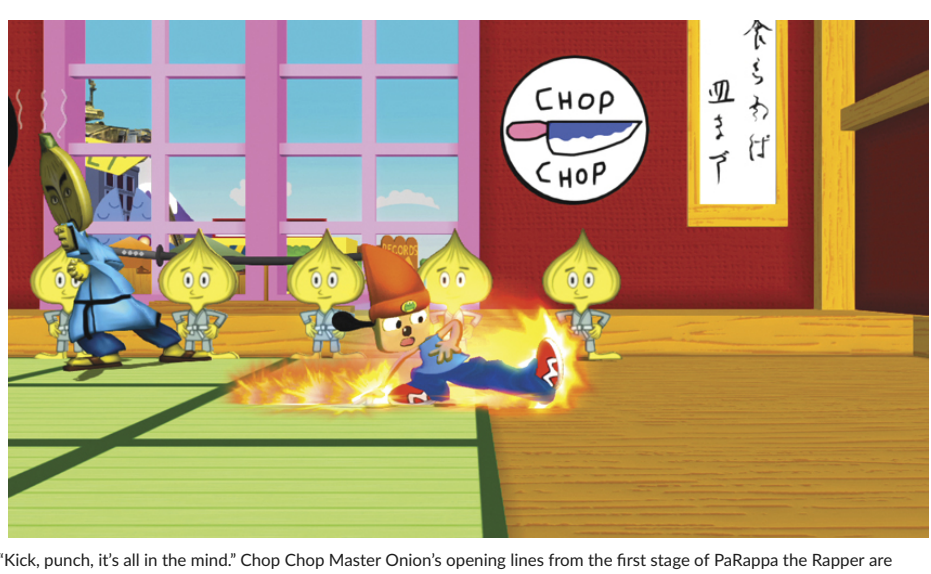
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Punch!	□	5–43	Mashable; third tap starts rapid punches	Eject tornado (final hit)	↓ □ (first hit only)	—
2	Body Check!	→ □	20	Dash forward	Lift	—	—
3	Uppercut!	↑ □	20	Hold □ to ascend higher and follow foe	Lift (tap); full launch (hold)	Any attack	—
4	Trip!	↓ □	20	—	Sweep	→ □	—







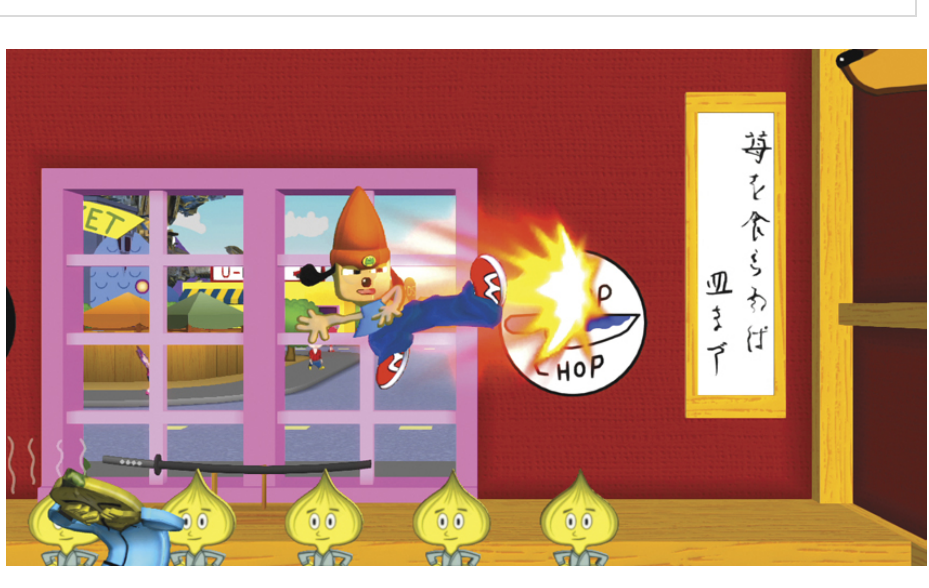


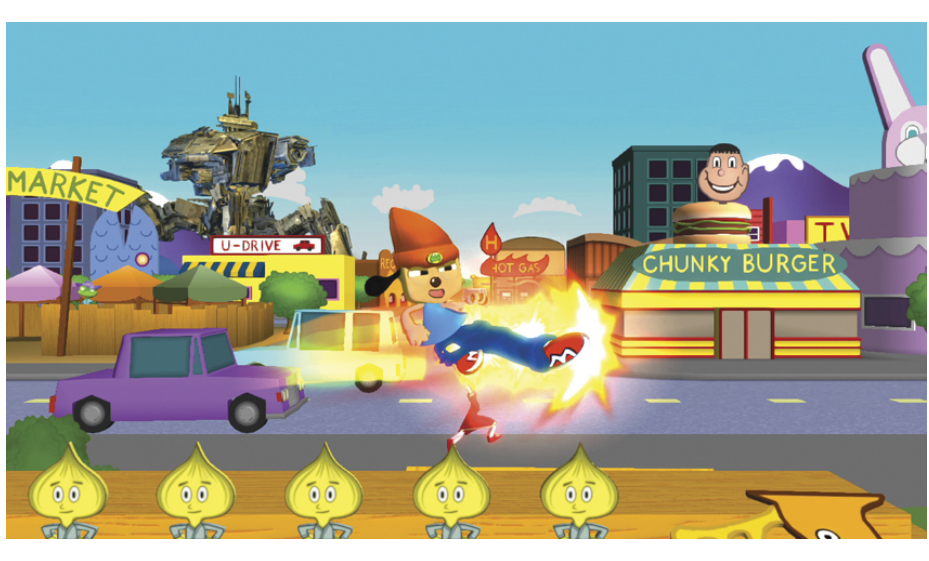
"Kick, punch, it's all in the mind." Chop Chop Master Onion's opening lines from the first stage of PaRappa the Rapper are ingrained into the mind of every PlayStation fan, and this philosophy is put into action by using the □ button. Each of PaRappa's melee attacks can lead into a combo opportunity. Punch! (□) starts with a single jab and can be mashed into a flurry of fists that banks 43AP in your Super Meter and ends in an eject tornado reaction. However, with a bit of button-pressing patience, you can cancel the first hit into Trip! (↓ □) to sweep your opponent and lay the foundation for many of PaRappa's highest AP-earning combos.

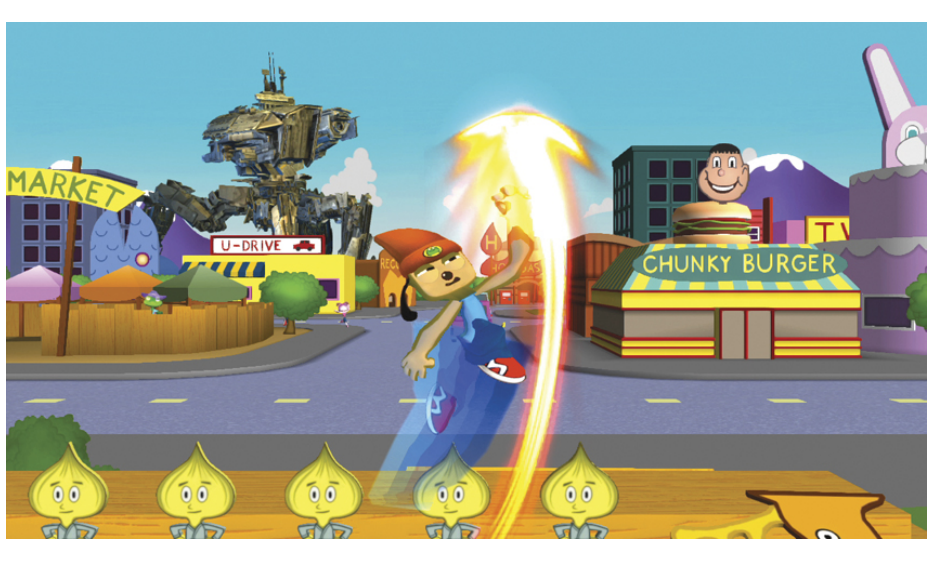
Body Check! (→ □) is a short forward dash worth 20AP and causes a lift reaction. Follow up a successful Body Check! with Uppercut! (↑ □) to begin an air combo. Speaking of Uppercut!, this attack forces PaRappa into the air along with his opponent, the height of which can be controlled depending on if you tap or hold □ : a tap causes a lift reaction, and a hold results in a full launch. Either version of Uppercut! can be canceled into the attack of your choice.

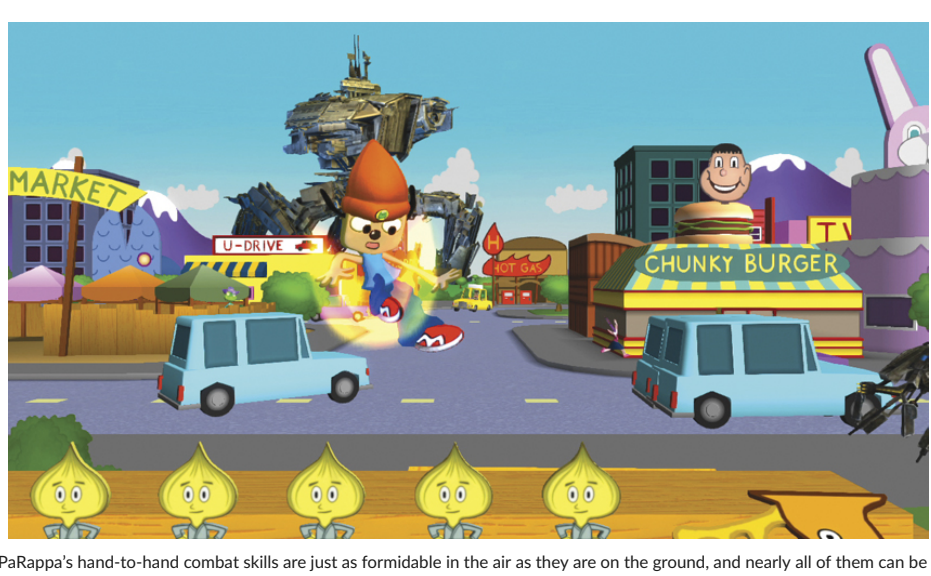
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Kick!	Air □	5	—	—	□	—
-	Kick! 2	Air □, □	20	—	KD	—	—
2	Leap!	Air → □	10	Dash forward	—	—	—
3	Uppercut!	Air ↑ □	20	—	Lift	—	Long recovery
4	Thousand Kick!	Air ↓ □	6–39	Mashable	KD (final hit)	—	Active until grounded









PaRappa's hand-to-hand combat skills are just as formidable in the air as they are on the ground, and nearly all of them can be used to combo after a successful Uppercut! attack. Kick! begins with a simple front kick worth 5AP, but a second press of □ produces an overhead kick that banks 20AP and results in an instant knockdown.

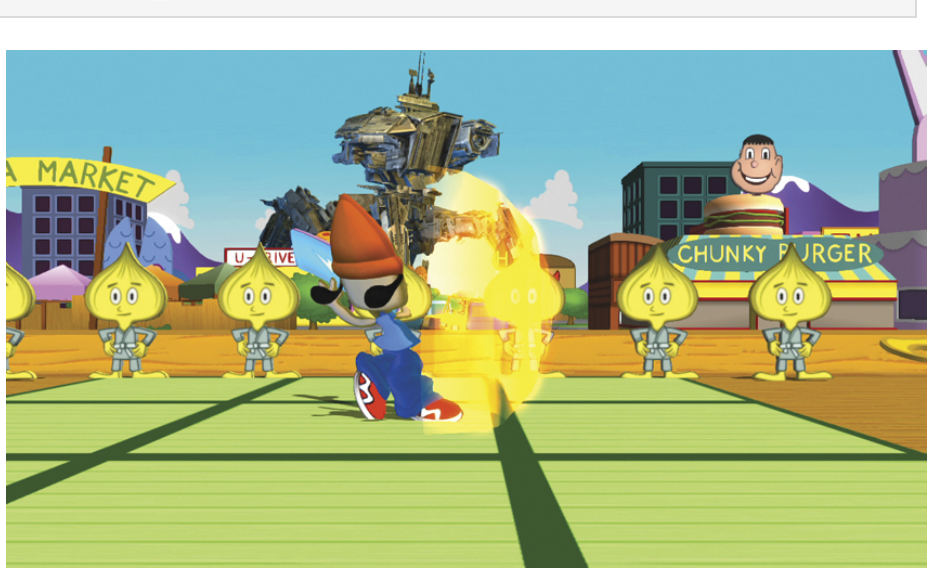
Leap! is a forward dash kick that causes a basic hitstun reaction and should primarily be used as a navigational aid or lead-in to a ground combo. The air version of Uppercut! functions like its grounded counterpart but loses its ability to cancel into any attack.

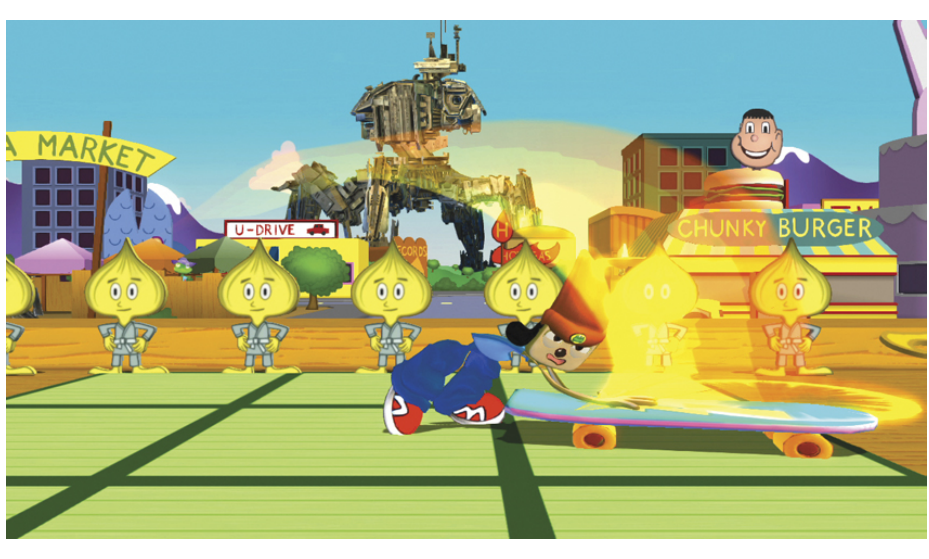
Thousand Kick! (↓ □) forces PaRappa to dive straight down, and on hit, the attack can be mashed into a flurry of feet that can bank up to 39AP and lay out your foe. Don't worry if you miss the dive attack, as PaRappa can transition right into another attack or dodge the instant he lands.

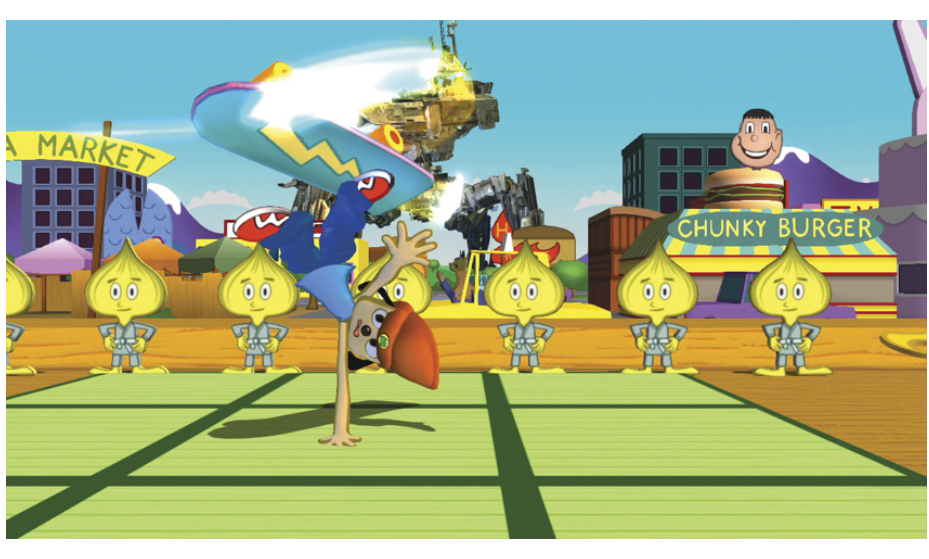
△ : TRIANGLE ATTACKS

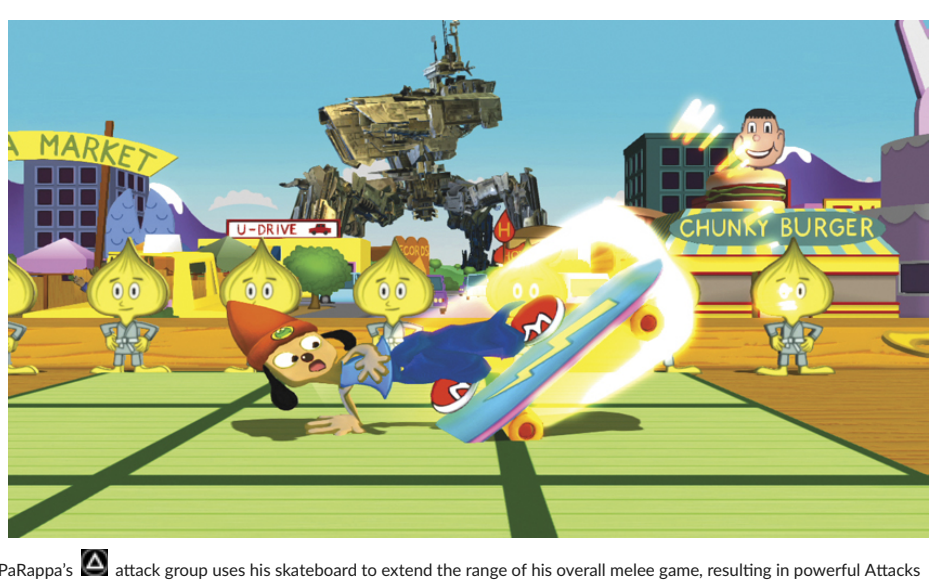
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Whack!	△	20	Reflects projectiles	Eject spiral	—	Reflected projectiles retain their original properties
2	Smash!	→ △	20	—	KD	—	—
3	Flip!	↑ △	20	Only hits above PaRappa	Full launch	—	—
4	Push!	↓ △	30	—	Eject roll	—	—









PaRappa's △ attack group uses his skateboard to extend the range of his overall melee game, resulting in powerful Attacks that serve as excellent combo enders or ways to shut down your opponent's actions while you find a new opportunity for PaRappa to strike.

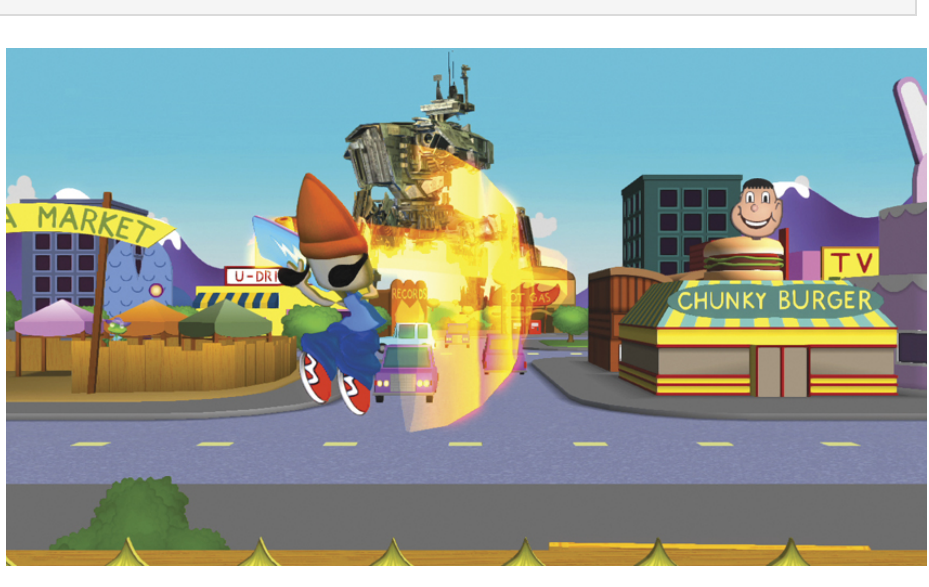
Whack! (△) is a sideways skateboard swipe that causes a minor eject reaction, but none of PaRappa's Attacks has the speed or reach for a follow-up attack. The true usefulness of Whack! is its hidden ability to reflect projectiles. Perform the attack and observe the orange energy cone that appears in front of PaRappa; this energy is what enables the reflection, sending the projectile back to its original owner but now belonging to PaRappa. Whack! is an essential move for competing against ranged characters like Radec or Jak that would otherwise be able to keep PaRappa at a safe distance for the entire match.

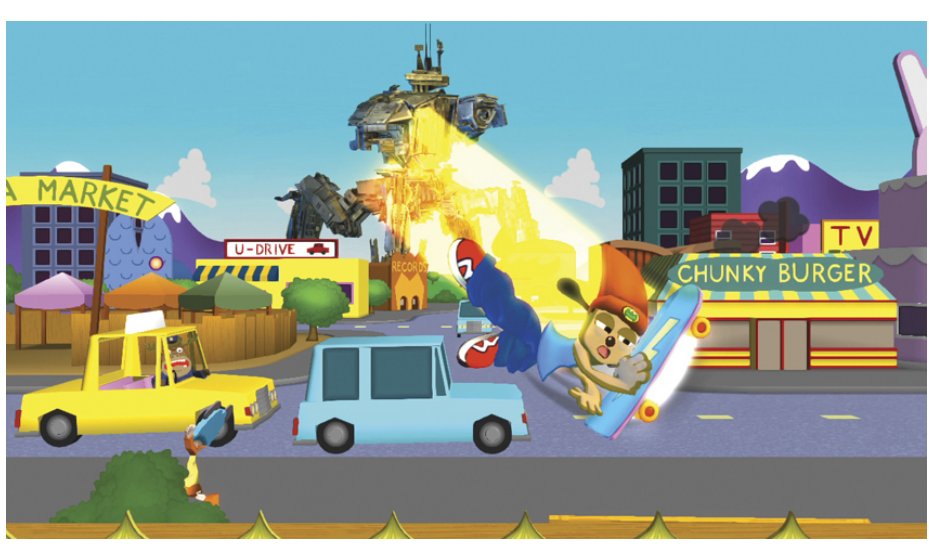
Protecting PaRappa from Attacks above his head is easy with Flip! (↑ △). On activation, PaRappa performs a handplant and spins the skateboard with his feet, causing a full launch reaction. Flip! is a good anti-air option for PaRappa, but it can only hit grounded foes at point-blank range.

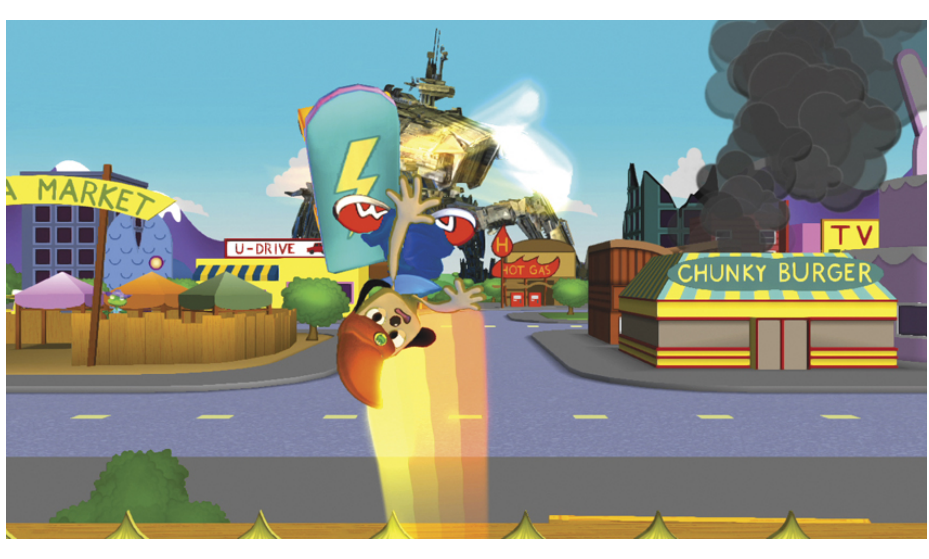
Push! (↓ △) and Smash! (→ △) are both shut-down focused Attacks: Smash! is an overhead slam that results in an instant knockdown and can catch multiple opponents at once, while Push! is a low front push of the board that causes an eject roll. Either one can be used to quickly put a stop to your enemy's actions.

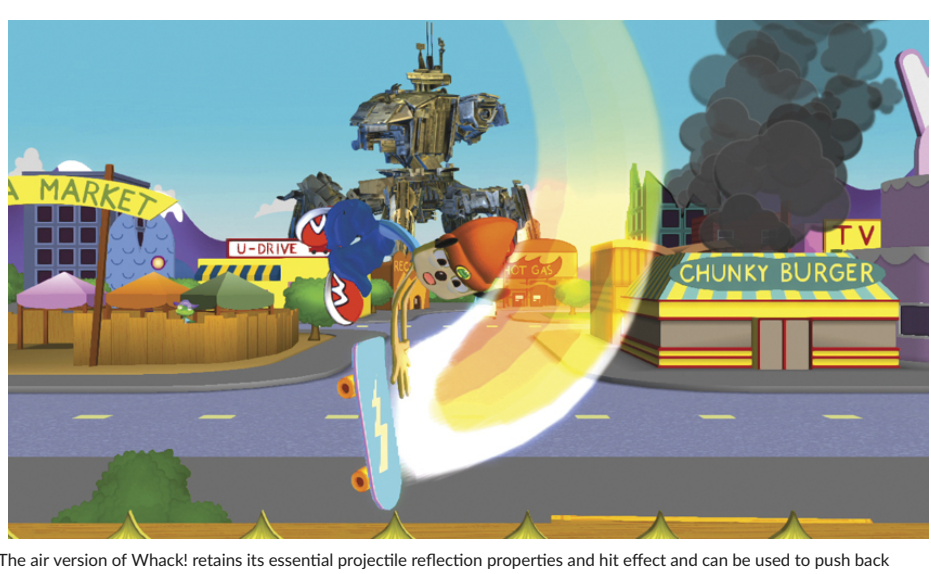
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Whack!	Air △	20	Reflects projectiles	Eject spiral	—	Reflected projectiles retain their original properties
2	Dash!	Air → △	20	Active until grounded	Lift	—	—
3	Flip!	Air ↑ △	20	Forces PaRappa upwards	Full launch	—	—
4	Slam!	Air ↓ △	20	—	KD	—	—









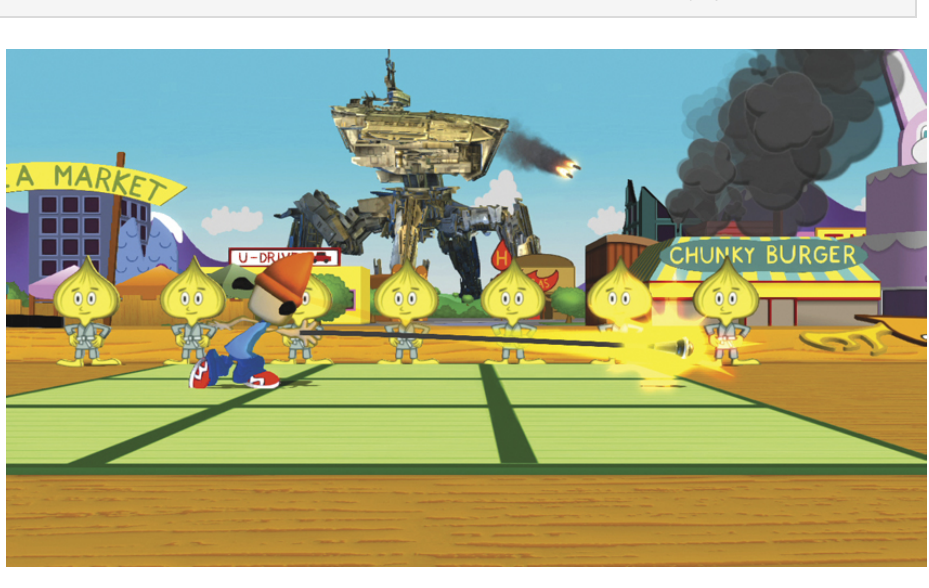
The air version of Whack! retains its essential projectile reflection properties and hit effect and can be used to push back opponents in the air. Dash! (air → △) causes PaRappa to mount his board to beeline diagonally downward until grounded, causing a lift reaction on hit. It's easily PaRappa's most useful method for traversing a stage swiftly while also setting up combos against grounded foes. Just remember to hold ↓ during the attack if you need PaRappa to pass through thin platforms.

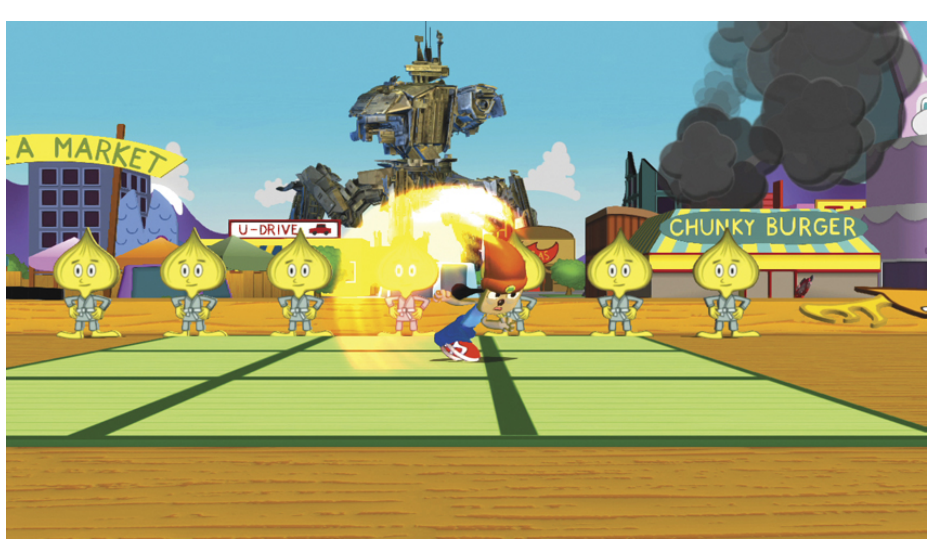
The air version of Flip! adds a little extra lift to PaRappa's vertical state when needed and should be used to end air combos. Due its long recovery period, don't rely on air Flip! to save PaRappa if he gets knocked off of a ledge. Slam! (air ↓ △) is an instant knockdown attack with incredible range, striking opponents in a wide arc that starts directly in front of PaRappa and ends just behind his feet. If you're nervous about using Dash! to dive into a group of enemies, perform Slam! instead to force the entire group to the ground.

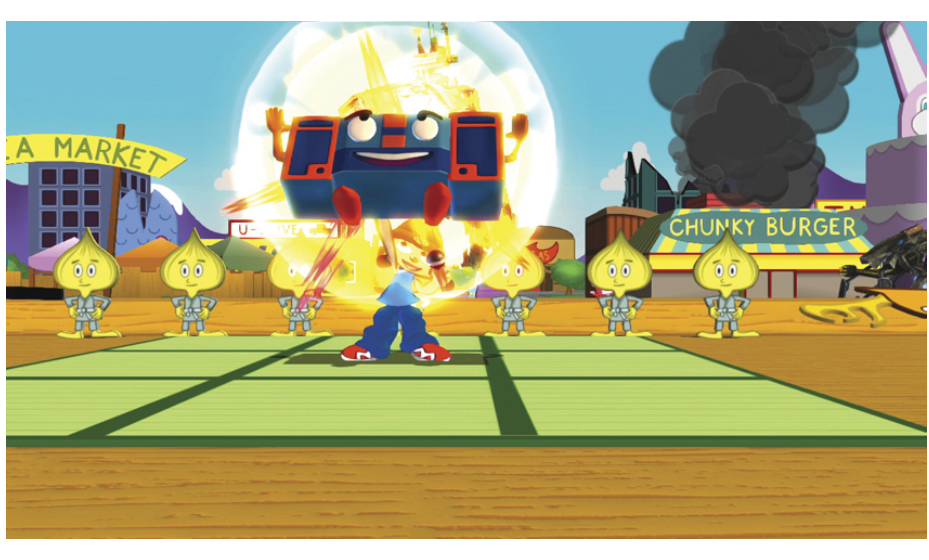
○ : CIRCLE ATTACKS

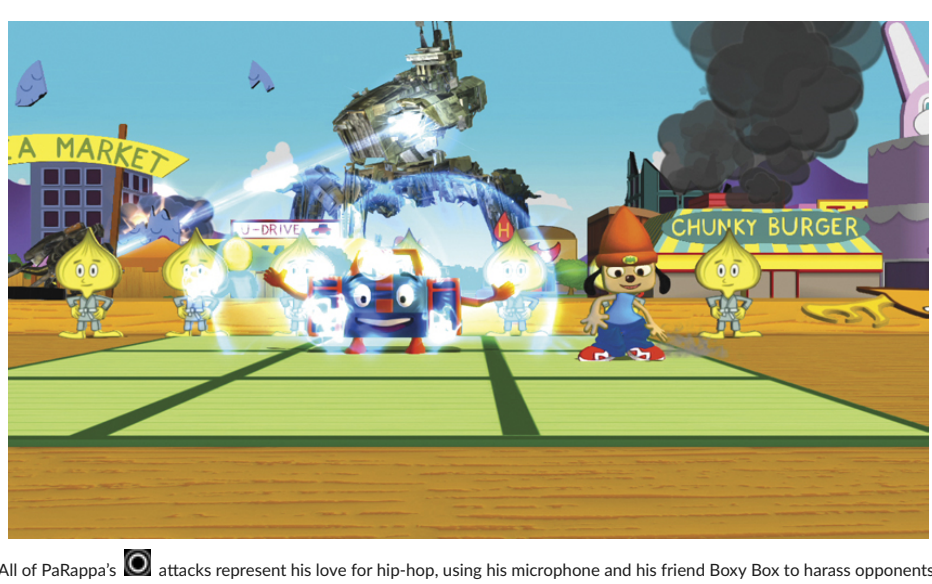
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Come Here!	○	10	Pulls foe to PaRappa	—	—	Long recovery on whiff
2	I'm a Fan!	→ ○	20	Dash forward	Butt-drop	—	Cannot act until grounded on hit
3	Blast it Up!	↑ ○	30	—	Eject spiral	—	—
4	Boxy Groove	↓ ○	—	Generates 30AP worth of AP Orbs over five seconds	—	—	Cannot act until grounded; only one Boxy in play at a time









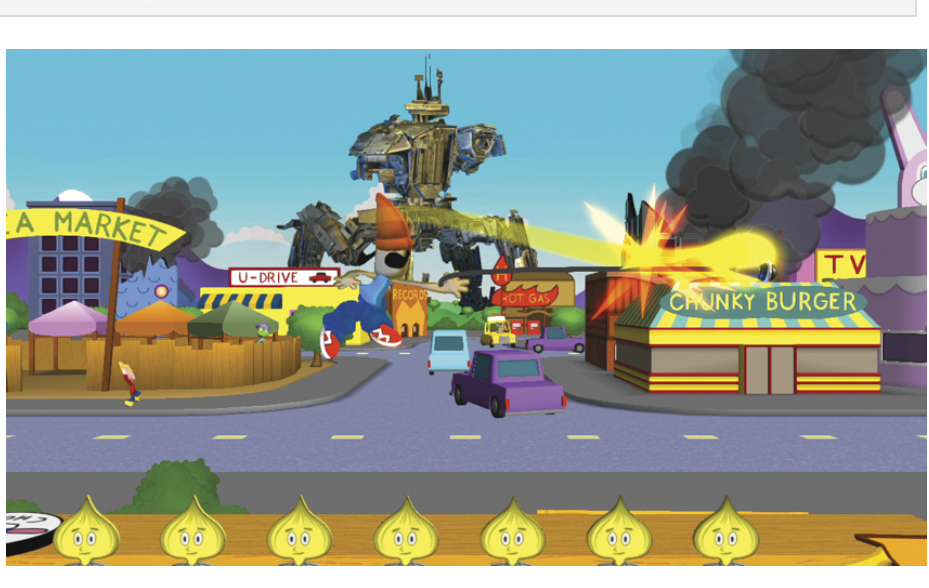
All of PaRappa's ○ attacks represent his love for hip-hop, using his microphone and his friend Boxy Box to harass opponents and gain better positioning on the playing field. Come Here! (○) sends out PaRappa's microphone to reel in an adversary, creating a combo opportunity. It's great at catching foes that are attempting to retreat or keep PaRappa at a distance, but Come Here! is a very risky move because of its incredibly long recovery on whiff.

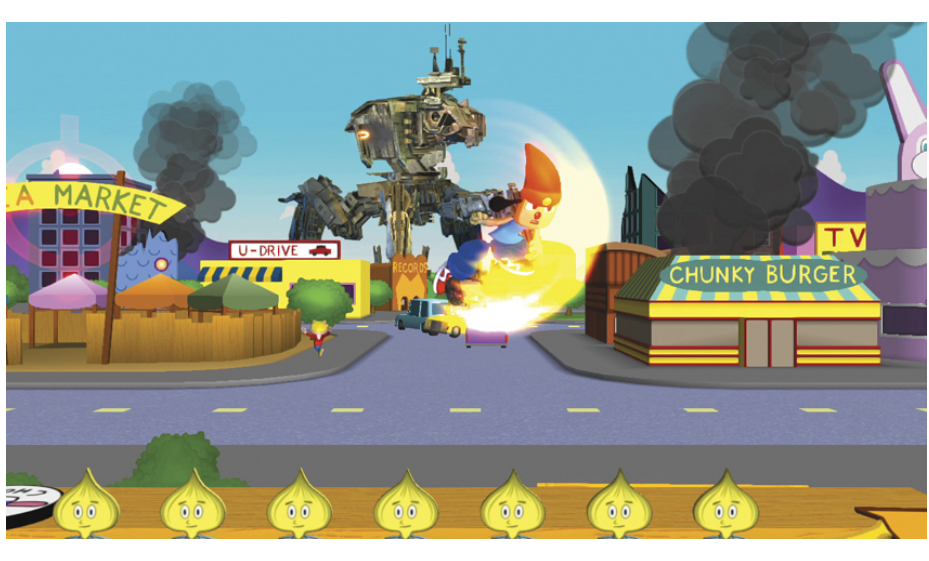
PaRappa's second microphone attack, I'm a Fan! (→ ○), causes the hip-hop hero to rush forward while spinning the mic 360 degrees around his body. It causes a butt-drop on hit and recovers fast enough that Come Here! can be used to bring the opponent in for a big combo set-up. Blast it Up! (↑ ○) brings PaRappa's talking boom box, Boxy, into the mix with an overhead area of effect attack that ejects foes all around PaRappa. The explosion can only hit grounded adversaries at point-blank range, but it is a very effective anti-air tool.

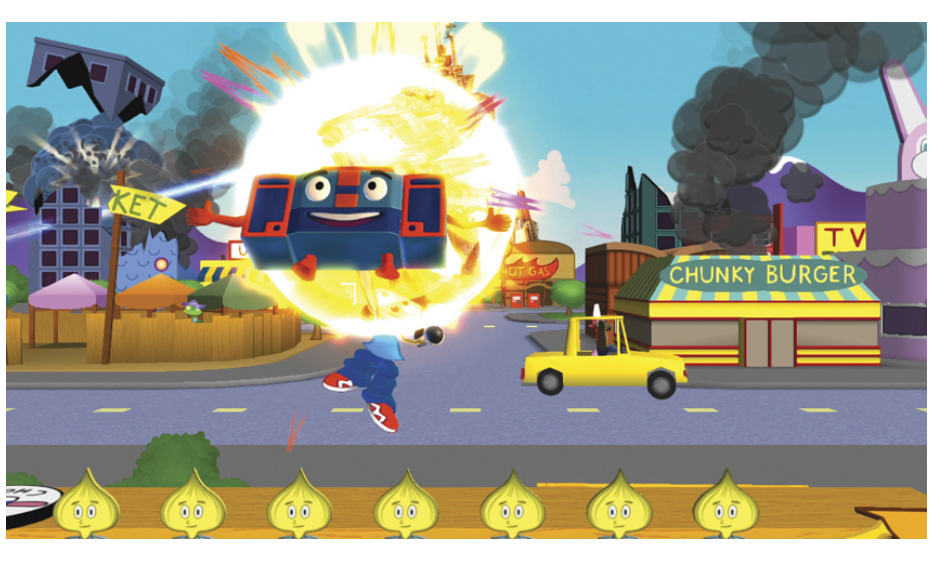
Boxy Groove (↓ ○) places Boxy Box onto the playfield to lay down some funky beats while generating AP Orbs. PaRappa and Toro are the only two characters in the game that can self-generate AP, but Toro's naps give him AP directly; any character can grab the AP Orbs that pop out of Boxy Box. If you need the AP, try to drop Boxy Box in an unoccupied area of the stage so you can collect the energy for yourself, but a craftier strategy is to use Boxy Groove as a honey pot to lure enemies. Place Boxy Box in an area that's difficult to escape, and position PaRappa to activate a Super attack if one or more of your opponents tries to take the bait!

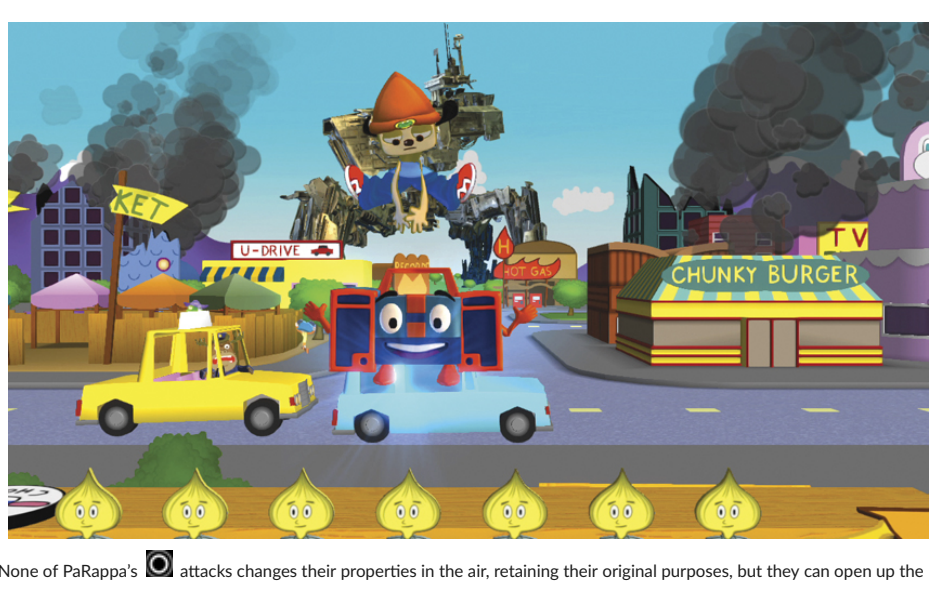
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Come Here!	Air ○	10	Pulls foe to PaRappa	—	—	Long recovery on whiff
2	Aerial I'm a Fan!	Air → ○	20	Dash forward	Butt-drop	—	Cannot act on hit until after flip
3	Aerial Blast it Up!	Air ↑ ○	30	—	Eject spiral	—	—
4	Aerial Boxy Groove	Air ↓ ○	—	Generates 30AP worth of AP Orbs over five seconds	—	—	Can act shortly after dropping; only one Boxy in play at a time









None of PaRappa's ○ attacks changes their properties in the air, retaining their original purposes, but they can open up the way the attacks are used. Enemies caught by the air version of Come Here! recover too quickly to land any attack other than a two-hit Kick! combination. I'm a Fan! can be used to cover horizontal distances in the air when Dive! isn't a safe or preferable option.

Shut down the approach of aerial foes by using Blast it Up! while airborne. Be aware that it suffers the same range limitations of the ground version, so enemies below its sphere of influence won't be affected. Using Boxy Groove in the air throws the boom box straight down from PaRappa's position. PaRappa won't be able to collect the AP Orbs from way up above, but hopefully, power-hungry opponents become distracted and buy you some time to set up your next attack.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: □ , ↓ □ , □ (mash)

64~68AP

PaRappa's bread and butter combo is also one of his simplest, requiring only three inputs and putting you halfway to a Level 1 Super. Immediately cancel into ↓ □ once you've confirmed the first hit, and begin mashing □ as soon as the sweep connects. Your opponent is forced to fall right into PaRappa's rapid-fire punches and into an eject tornado! Try connecting this combo after grabbing your foe with ○ to add an extra 10AP to your Meter.

II. Against grounded foe: (air) → △ , land, ↓ □ , ↑ □ (hold), (air) ↑ □

80AP

This combo illustrates how Dash! can be used to set up a big combo. After the initial hit, immediately press ↓ □ to knock the opponent even higher. Delay the input of the first ↑ □ (hold) input to ensure that the challenger falls just enough for the uppercut to hit, then immediately enter the final input to finish off the attack. If your adversary blocks the initial hit, go for a throw with the right stick instead.

III. Against grounded foe, corner: ↑ ○ (wallbounce) □ (mash)

70~75AP

A simple but high-value combo, this series of attacks takes advantage of PaRappa's speed and the eject reaction caused by Blast it Up! in the corner. You and your opponent need to be between two to six character lengths away from the wall. Simply press ↑ □ and start mashing □ after the hit, catching your enemy after the wallbounce for massive AP gain. Once you get the timing down, you can create even better corner combos by intercepting the wallbounce with → □ or ↑ □ to launch foes into the air.

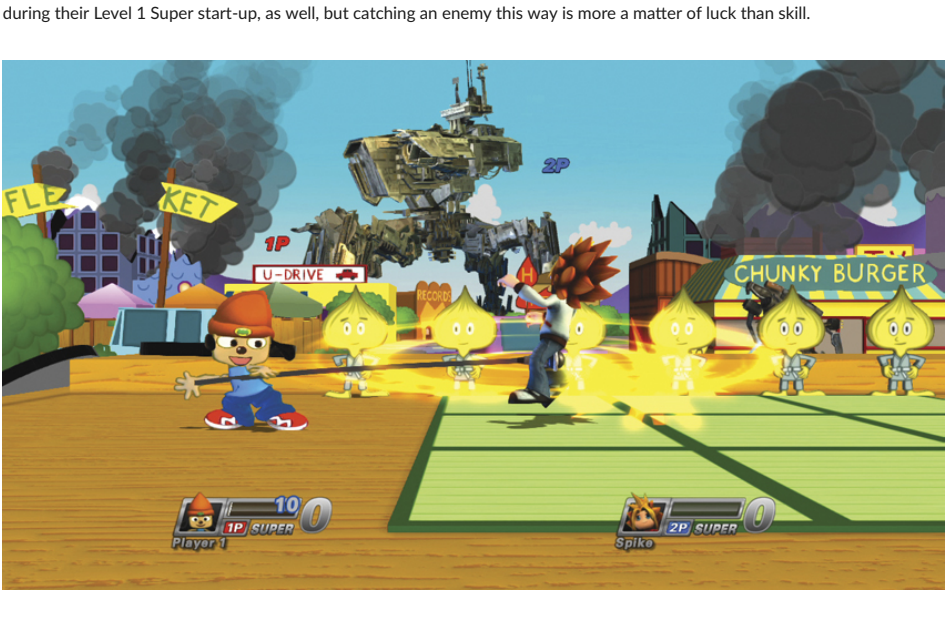
COMBO APPENDIX

Combo	+AP	Notes
□, ↓ □, ↑ □ (hold), □, □	70	Variation on Combo I that leaves PaRappa in an aerial state while your opponent is forced to ground level in a knockdown state.
→ □, ○, ↓ □, □ (mash)	90	Input ○ just before your challenger recovers from their lift state.

ADVANCED STRATEGIES

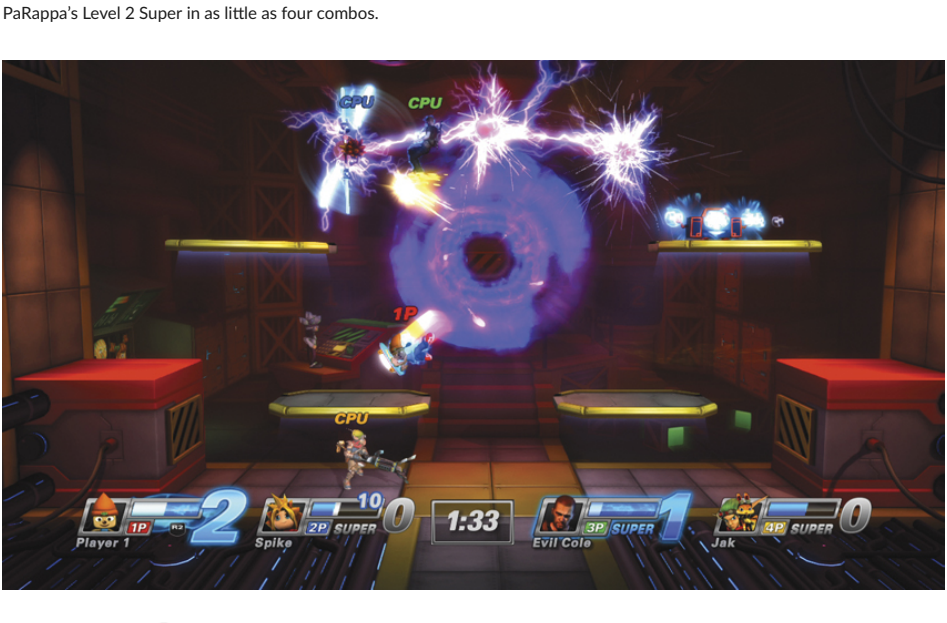
PaRappa has a lot going for him, including incredible speed and excellent combo options, but he's limited by the short-range nature of his attacks. In order to succeed with PaRappa, you must learn how to close the gap between PaRappa and his opponents while minimizing any threat of a counter attack. Come Here! is a good place to start, since it reels in a single enemy without PaRappa having to go anywhere.

Grabbing an opponent with the mic can be more difficult than it sounds due to the time it takes for the attack to travel. PaRappa is exposed from the moment you press ○ , and if the attack misses, you better be prepared to get hit by an opportunistic opponent. In order to minimize PaRappa's exposure during Come Here!, try to grab adversaries from behind while they're occupied by another character or in the process of grabbing an item. Come Here! can interrupt an opponent during their Level 1 Super start-up, as well, but catching an enemy this way is more a matter of luck than skill.

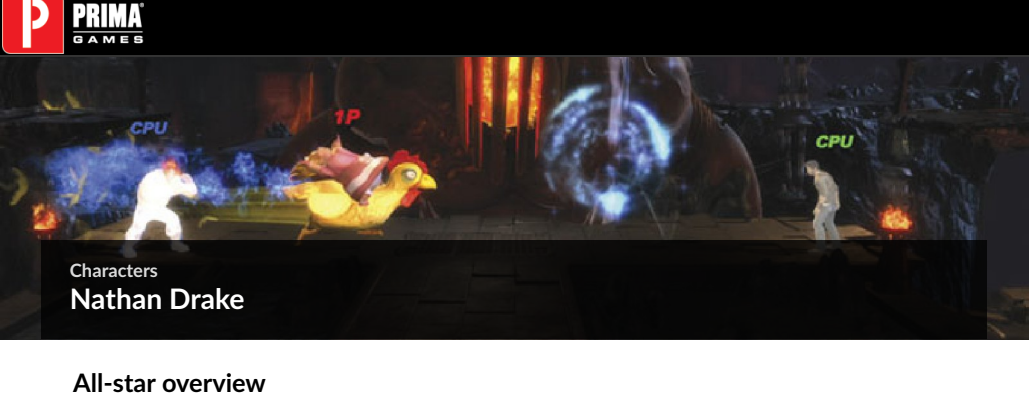


Mashing out PaRappa's basic □ attack is a staple of his offensive game.

Your other options for closing the distance are Dash!, I'm a Fan!, Body Check!, and Leap!. Each of these attacks moves PaRappa forward in some way. For short-range distances, Body Check! and Leap! are your ground and air options, respectively. Each attack travels a short distance and can interrupt attacks on hit, but Body Check! has the only combo potential out of the two. For longer distances, I'm a Fan! can be used on the ground or in the air while protecting PaRappa from physical contact on all sides, but it lacks any combo potential. Dash! is the true star of the show in this regard, diving diagonally downward and opening up an opponent for huge combos on hit. This attack should serve as your primary method of getting PaRappa around the map swiftly and safely. Make sure to take advantage of an enemy after a successful hit, and you can earn enough AP for PaRappa's Level 2 Super in as little as four combos.



Remember to hold ↓ during Dash! to catch enemies below thin platforms.



Characters

Nathan Drake

All-star overview

Nathan Drake's move set gives him a treasure trove of options to attack his opponents: hard-hitting melee attacks, a wide arsenal of brief mid to long-range Combos, and the ability to suppress enemy actions. Coupled with excellent navigation-based moves, Drake can move across the map quickly and safely while building AP faster than you can say "Sierra Madre." Your main focus as Nathan Drake is to build up 400AP rapidly in order to unleash his Level 2 Super attack: Stone Pillar.

WHY DO YOU WANT TO USE STONE PILLAR TO KILL DRAKE'S FOES?

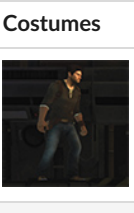
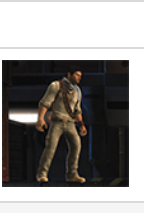
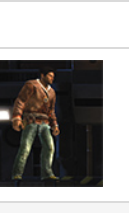
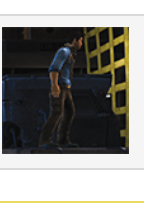
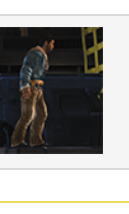
- Stone Pillar is active instantly and blocks most attacks, making it highly effective as a Counter-Super.
- Stone blocks split apart after being pushed, allowing Drake to drop Stone Pillar from a ledge and kill opponents at various level heights.
- It can easily catch multiple enemies grouped together for a big score gain.
- Drake's Level 1 Super attack isn't viable for racking up a lot of kills because it requires tricky timing to score, is ineffective at close range, and leaves him exposed to attack from all sides.

KNOWING THE BENEFITS OF STONE PILLAR, HOW ARE YOU GOING TO BUILD UP 400AP CONSISTENTLY AND QUICKLY?

- Using the Oil Barrel (○) and Run and Gun △ attacks to start combos for big AP gain.
- Avoiding attacks (and losing AP) by staying mobile using ↑ ○ and air △ , or digging into a safe spot with ↓ ○ to attack foes from the safety of cover.
- Suppressing opponent actions using attacks like Oil Barrel (○), Toss Grenade (↑ □), and Tranquilizer Dart (→ ○) while you buy time to set up your next big attack.

Drake is a veritable jack-of-all-trades in his All-Stars incarnation. This means he almost always has a way out of sticky situations, but only if you choose wisely when picking an attack. Many of Drake's attack options leave him exposed in some way, so you need to be aware of your surroundings and always have an escape plan if you're going for that #1 spot at the end of a round.

AT A GLANCE

Costumes		
		
		

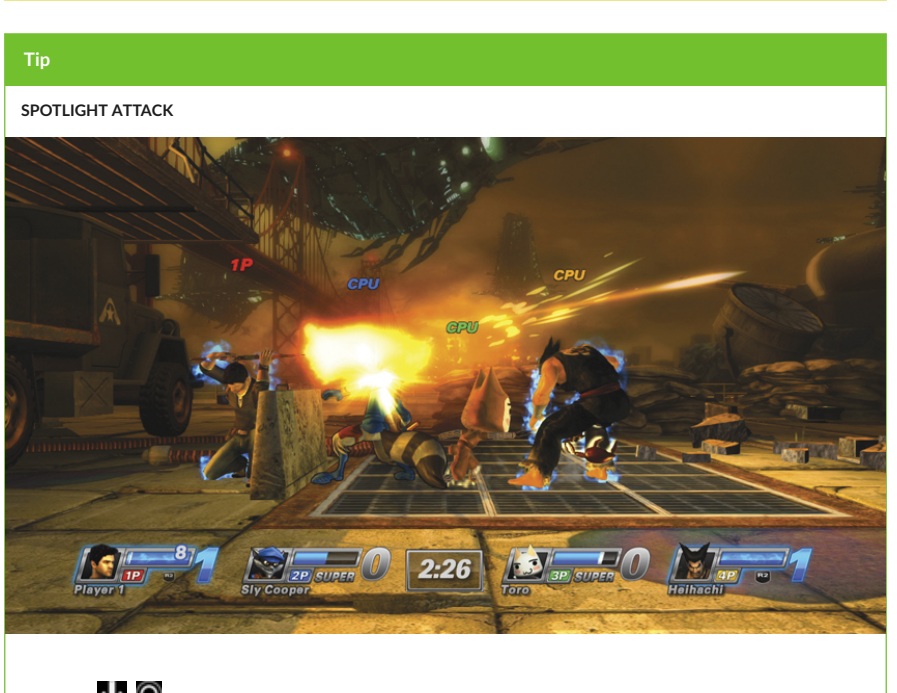
- Name: Nathan Drake
- Series: Uncharted
- Character Archetype: Melee/Ranged
- AP Meter Level 1/2/3 Values: 150/400/750
- Rival Character: Sly Cooper
- Best Matchups: Big Daddy, Fat Princess, Radec
- Worst Matchups: Dante, Nariko, Sly Cooper
- Best Level: Dreamscape
- Worst Level: Hades
- Priority Pickups: Satellite Lasers

A fortune seeker who claims to be a descendant of Sir Francis Drake, Nathan's adventures have taken him from the jungles of Borneo to the snowy peaks of Nepal in search of the hidden treasures of the ancient world.

A resourceful combatant, Drake has proved adept both in the use of weapons and in hand-to-hand combat, skills that have aided him immeasurably in overcoming those who would prevent him from reaching his prize.

Tip

SPOTLIGHT ATTACK



Coverwall ↓ ○

Using cover during a gunfight is one of the core survival techniques in Naughty Dog's Uncharted series, and things aren't much different for Drake in this Battle Royale, either. Pressing ↓ ○ on the ground causes Drake to hide behind a concrete barrier, absorbing up to 100AP of damage before disappearing. From the safety of the barrier, you can perform several attacks:

Melee: □

Fire AK-47:(hold) △

Throw Grenade: ↑ □

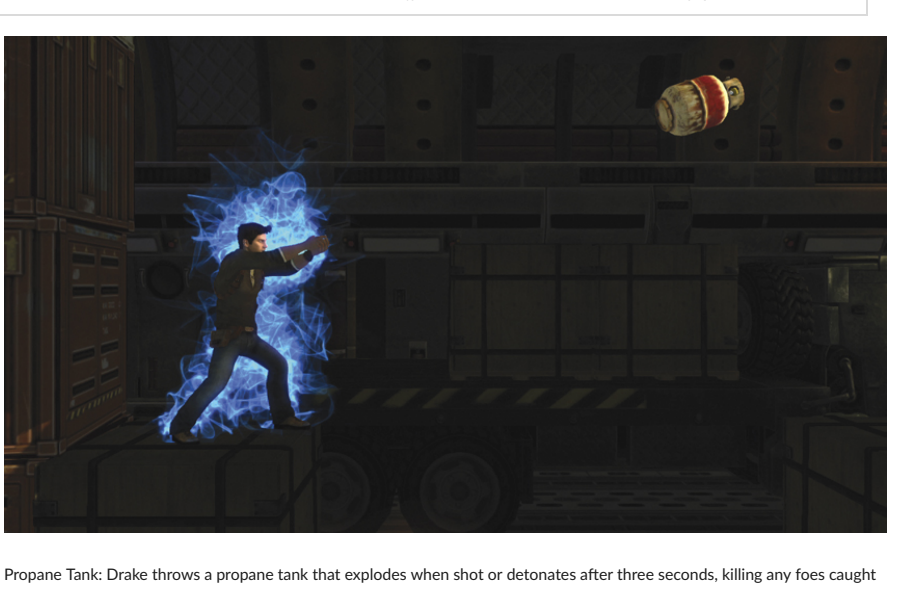
Fire Grenade Launcher: ↑ △

Though it is a great way to protect Drake while attacking, Coverwall is not an instant-win maneuver. Be sure to read over the Circle ATTACKS section for a more detailed discussion on how to use Coverwall effectively.

SUPER ATTACKS

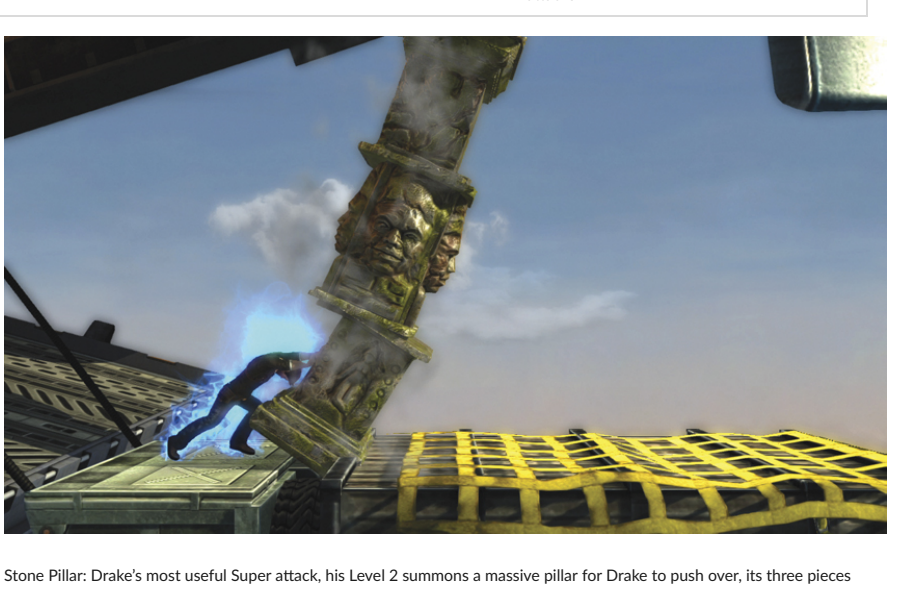
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Propane Tank	Three seconds	Press any attack button to shoot tank	Shot can pass through walls



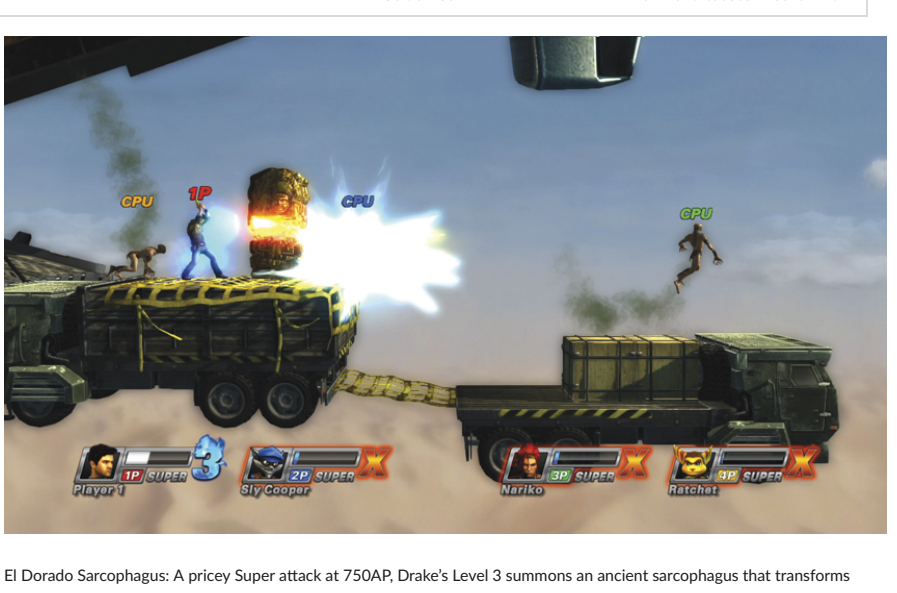
Propane Tank: Drake throws a propane tank that explodes when shot or detonates after three seconds, killing any foes caught in the resulting blast. The propane tank travels slightly farther than a Grenade Launcher round, exploding with roughly double the blast radius. It is a difficult Super touse effectively: you are vulnerable for its duration, the propane tank disappears if you get hit, and the soonest it can detonate places the explosion four character lengths away from Drake. Keep Drake safe by activating this Super from a higher platform to hit opponents on a lower level or vice versa, as Drake's gunshot ignores walls and platforms to ignite the tank. Don't use this Super as a reaction to an enemy attack; instead, wait for foes to group together in a pack before throwing the tank.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Stone Pillar	Five seconds	—	Drake can move after initial shove; blocks most attacks



Stone Pillar: Drake's most useful Super attack, his Level 2 summons a massive pillar for Drake to push over, its three pieces breaking apart and killing any enemy they touch. Stone Pillar is active instantly, making it perfect for killing foes at point-blank range or countering other super attacks. Try activating Stone Pillar at a platform's edge to maximize the distance and area the stone blocks cover, hopefully catching more adversaries at various heights. The pillar blocks stay on-screen for five seconds but become inactive once settled on the ground. It's also a very safe Super attack, as Drake can act almost immediately after shoving the pillar.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	El Dorado Sarcophagus	15 seconds	Opponents turn into ghouls; press any attack button to fire Golden Gun	Gun auto-aims at nearest ghoul; ghoul attack awards 10AP and causes kneel on hit



El Dorado Sarcophagus: A pricey Super attack at 750AP, Drake's Level 3 summons an ancient sarcophagus that transforms every opponent into a hellish ghoul for 15 seconds. Ghouls are limited to a single attack and can still move freely around the level, but Drake is armed with a Golden Gun that kills them in a single shot! Oh, and the gun auto-aims, too. Enemies continue to respawn as ghouls while the Super attack is active, so try to stay near spawning areas to maximize your score. Watch out for enemies trying to hide behind cover and avoid their swipe attack; time spent in recovery animations or chasing down runners is time you could spend racking up points!

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Flip Up	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	Combo starter

Flip Up: Drake grabs his opponent and flips them straight up into the air. It is possible to hit the foe with the Grenade Launch after, but the timing is strict. Flip Up is better used to force adversaries onto higher platforms or into Hazards.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Mighty Kick	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject roll	—

Mighty Kick: Drake grabs his enemy by the shoulders and kicks them like a red barrel, forcing them into an eject roll. The adversary is invincible during the eject roll, so an immediate follow-up attack is impossible, although it does put your foe into a prime position for Drake's Level 1 Super attack!

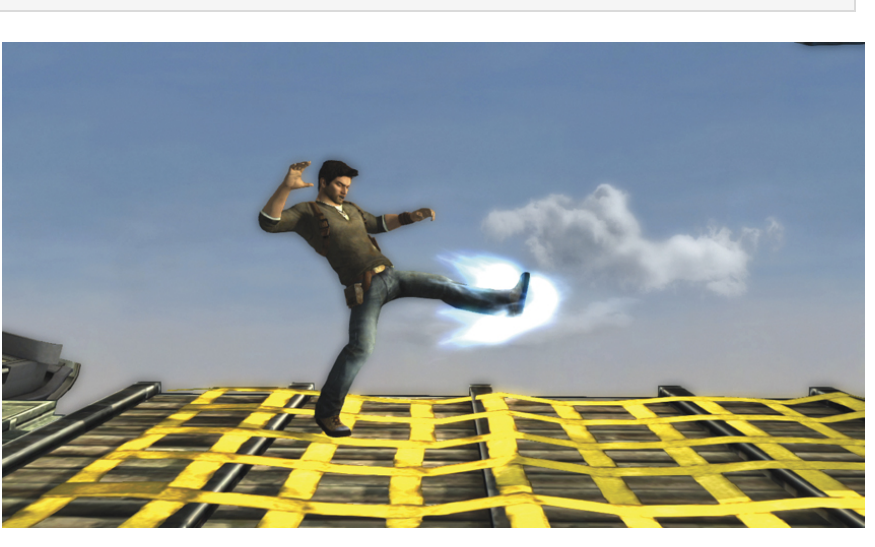
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Back Punch	Right stick ↓	15%	Unblockable; 30AP of super armor	Knockdown	—

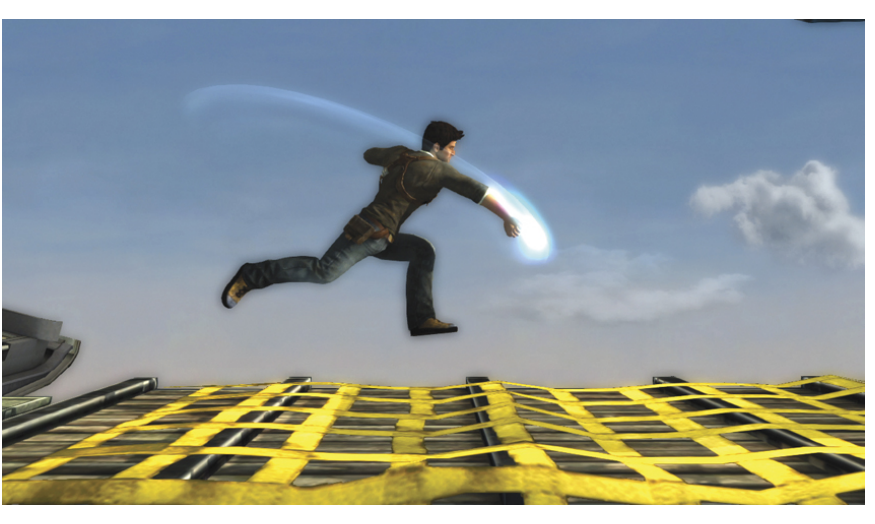
Back Punch: Drake delivers a one-two punch, driving the enemy into the ground in a hard knockdown state where they stand. Use this throw to either get away from the foe while they recover, or set up another attack.

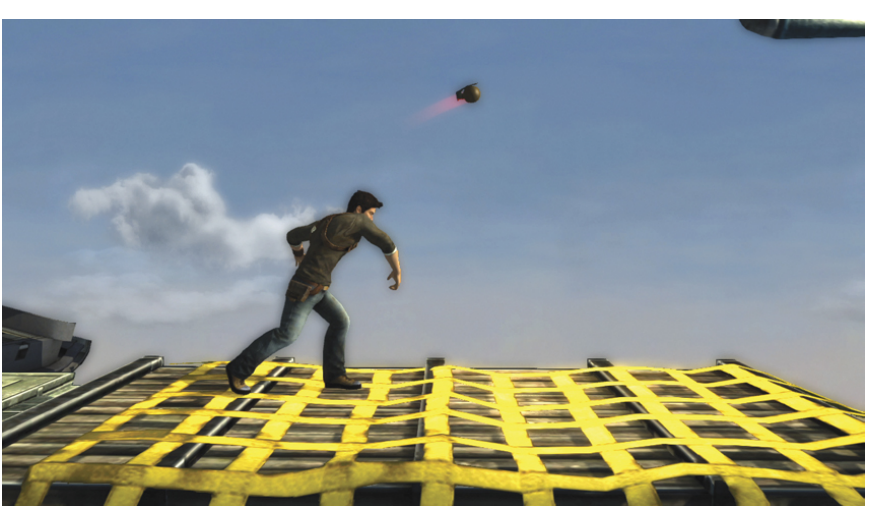
□ : SQUARE ATTACKS

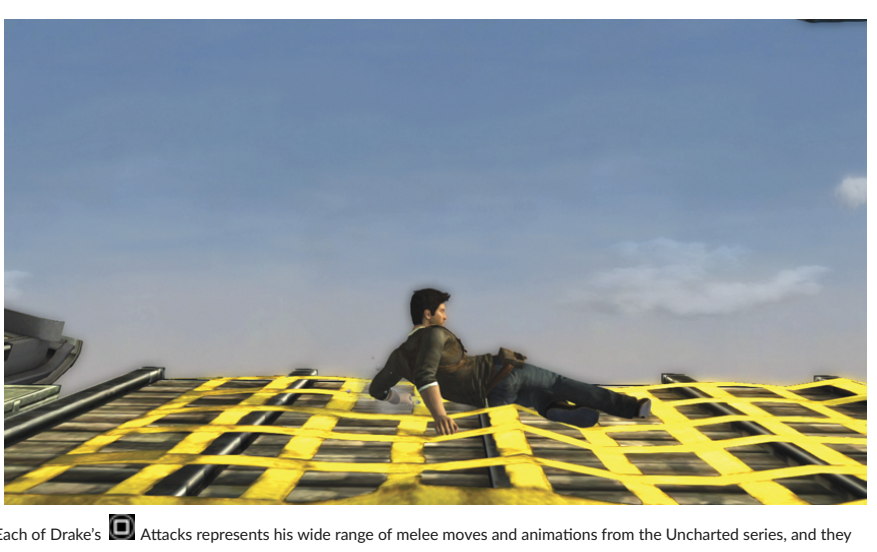
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
-	Brutal Combo	□	5	—	—	□	Tap ← immediately after □ to change direction
-	Brutal Combo (2nd hit)	□ , □	5	—	—	□	Tab ← right before □ to change direction
1	Brutal Combo (3rd hit)	□ , □ , □	20	Random hit: heavy punch, uppercut, or front kick	Kick = butt-drop; punch = lift	—	—
2	Haymaker	→ □	20	—	Butt-drop; lift (aerial foe)	—	Follow up attack possible on ground
3	Throw Grenade	↑ □	20	—	Lift	↑ □	Five-second fuse; repeatable
4	Slide Attack	↓ □	20	Slide stops at platform edges	Sweep; lift (aerial foe)	—	Can attack as soon as Drake begins standing









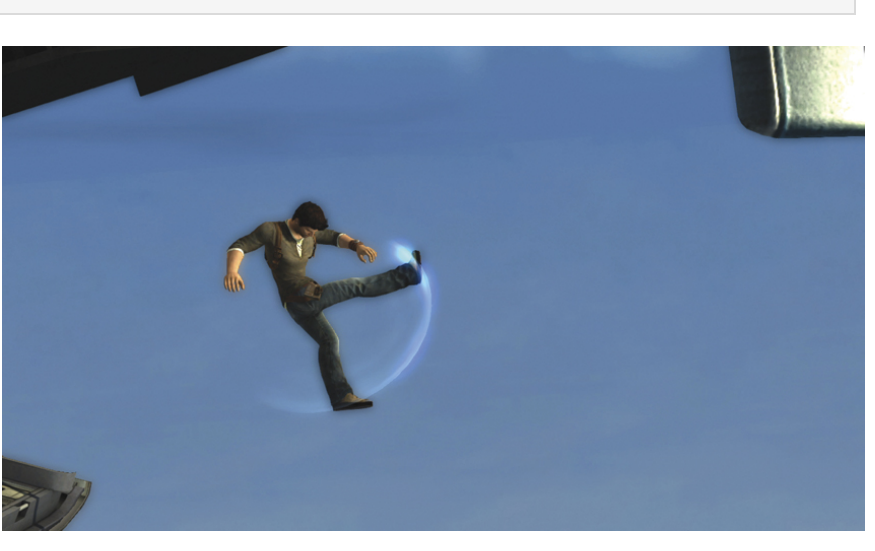
Each of Drake's □ Attacks represents his wide range of melee moves and animations from the Uncharted series, and they are used as the foundation for a majority of his Combos. On the ground, the Haymaker and Slide Attack are his best combo starters. Useful at close or mid-range, the Haymaker knocks the opponent onto their butt, giving Drake enough time to fire his Magnum or Run and Gun Attacks before they can recover. Slide Attack cannot only avoid some projectiles, but on hit, it also sweeps the enemy and can be followed by the Brutal Combo or Oil Drum Attacks to create a combo.

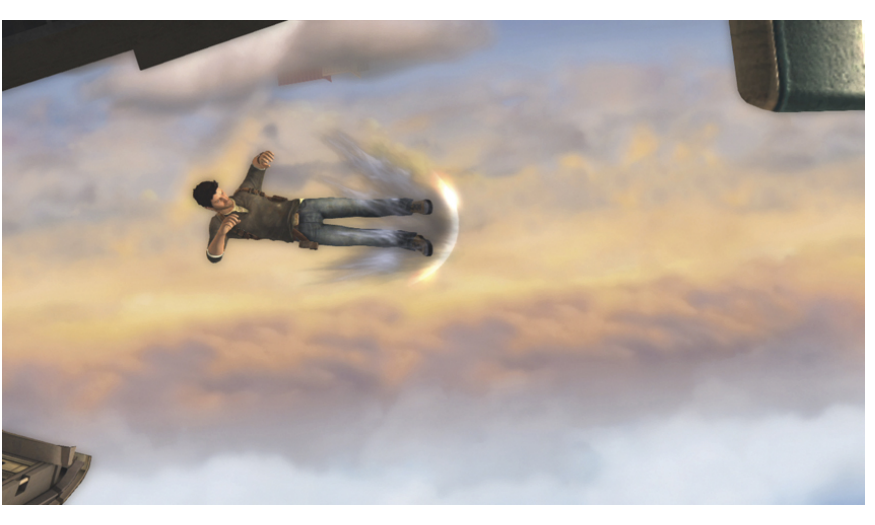
Drake's Brutal Combo deals very little damage, making it impractical for long-term AP gain, but it is one of his fastest Attacks if you find yourself in a pinch. The third hit of Brutal Combo is chosen randomly from three animations: two punches that cause a mini-launch lift or a front kick that results in a butt-drop, which leaves the enemy vulnerable to a follow-up. Since you only have a one-in-three chance of starting an extended combo, it's best to use Brutal Combo to finish off an attack string. Just pay attention to Drake in case that front kick appears!

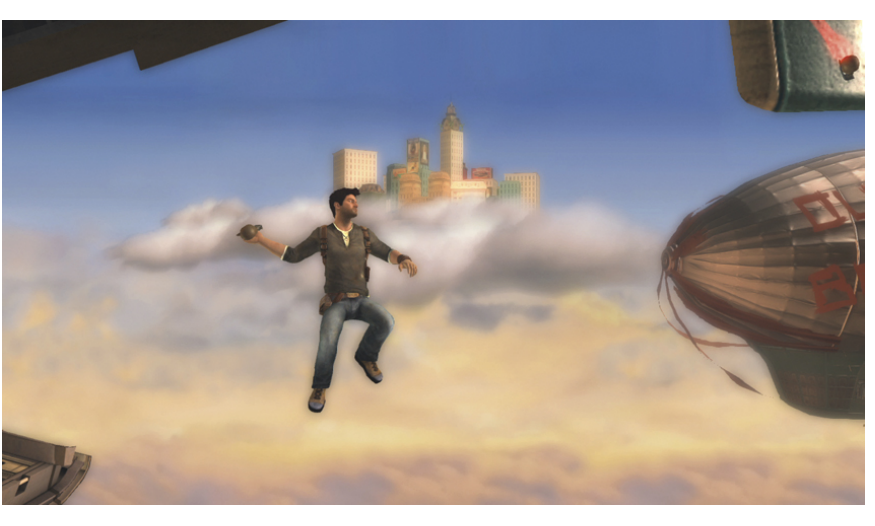
The only non-melee move in the □ attack group, Throw Grenade pulls out the signature red flash of an explosive from Uncharted. His grenades operate on a five-second fuse, and can be thrown repeatedly so that up to four grenades are on screen at one time. Use grenades to control space in the level, making enemies wary of that telltale beep.

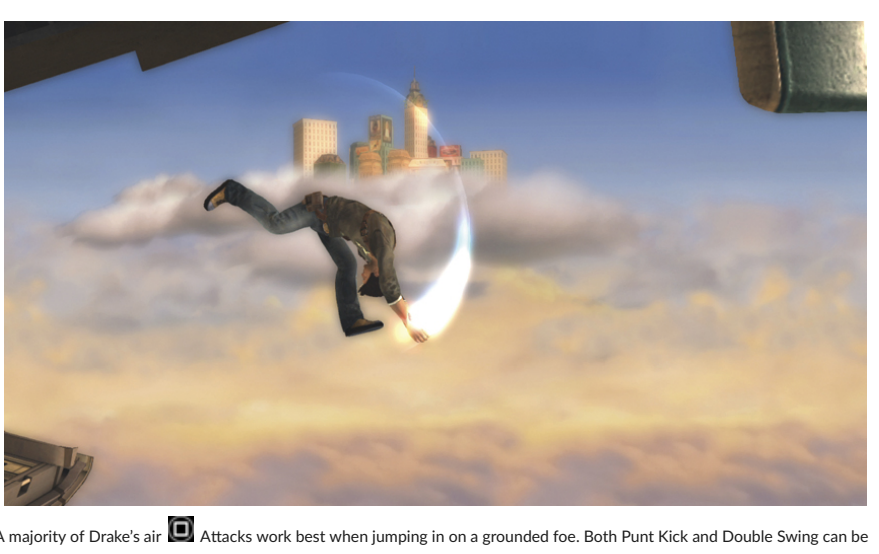
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Punt Kick	Air □	20	—	Lift	—	—
2	Drop Kick	Air → □	30	—	Eject spiral	—	—
3	Throw Grenade	Air ↑ □	20	—	Lift	—	Five second fuse
4	Double Swing	Air ↓ □	20	—	Kneel; lift (aerial foe)	—	Can follow up against grounded opponent









A majority of Drake's air □ Attacks work best when jumping in on a grounded foe. Both Punt Kick and Double Swing can be used to start vicious combo strings but must be executed close to the ground so Drake can take advantage of this. Punt Kick knocks the enemy into the air, after which you can follow up with ↑ △ or jump again and use Drop Kick to send them flying. Double Swing is forces a grounded opponent to kneel, giving you just enough time to connect ↓ □ , → △ , or ○ for big damage. Neither Punt Kick nor Double Swing is effective against airborne foes.

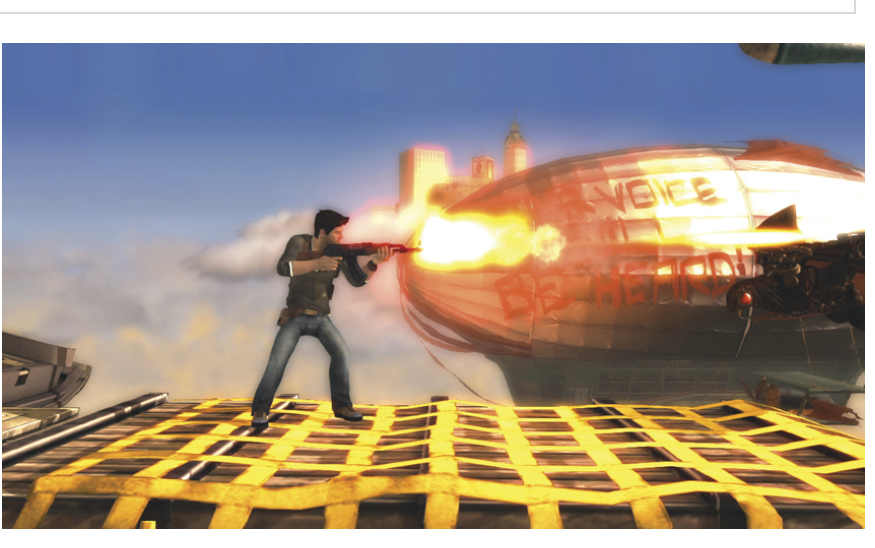
However, Drop Kick is a great move for getting an airborne enemy off of your back. On contact, it immediately puts the opponent into an eject spiral, sending them flying away from Drake at super-speed. With practice, it's possible to connect Drop Kick on enemies who have just been forced into a wallbounce!

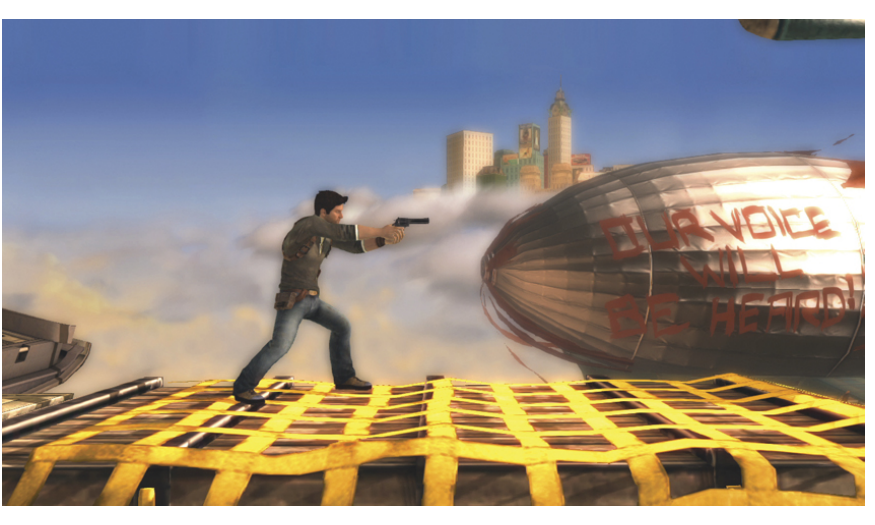
The air version of Throw Grenade works exactly like its grounded counterpart. You can use the added jump height to throw grenades farther, striking enemies on the other side of the match or covering your approach from above.

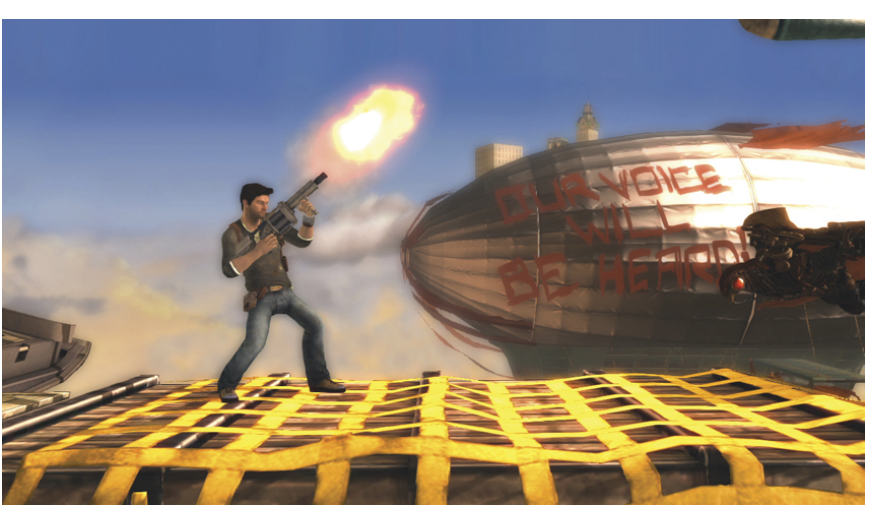
△ : TRIANGLE ATTACKS

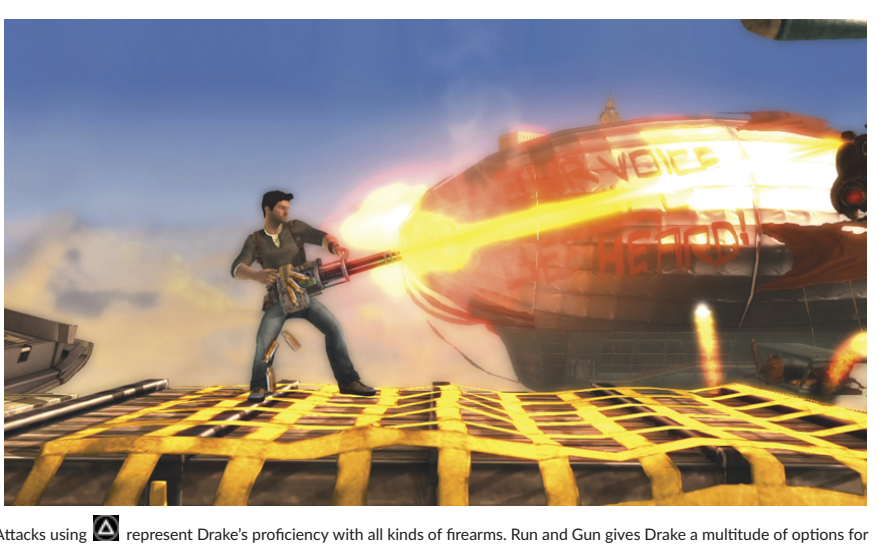
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Run and Gun	(hold) △	3~9	—	—	□ (while firing)	Hold △ for continuous three-round bursts; press → or ← to run while firing
-	Run and Gun Advance	(hold) △ , →	3~15	—	—	□ ○	Press ○ while running for Coverwall
-	Run and Gun Retreat	(hold) △ , ←	2~10	—	—	○	Press ○ while running for Coverwall
-	Run and Gun Rifle Butt	(during Run and Gun) □	30	—	Eject roll; eject tornado (aerial foe)	—	—
2	Magnum	→ △	30	—	Eject tornado	—	Long recovery
3	Grenade Launcher	↑ △	20	—	Lift	—	Grenade explodes on impact
4	GAU-19 Heavy Machine Gun	↓ △	5~50	—	Eject tornado	—	Max damage only possible when catching enemy below Drake









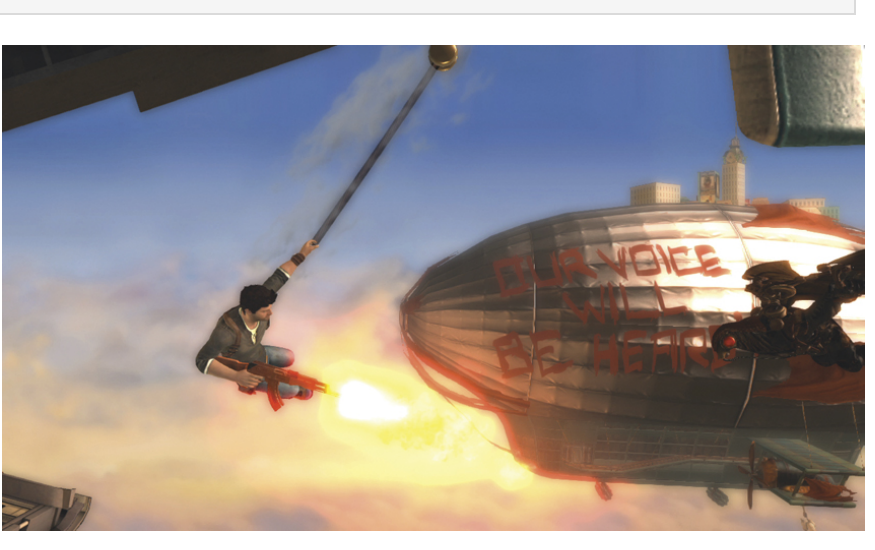
Attacks using △ represent Drake's proficiency with all kinds of firearms. Run and Gun gives Drake a multitude of options for attacking and defending. Holding △ produces an AK-47 that Drake fires in three-round bursts, reloading after every round. The reload animation leaves him vulnerable, so avoid firing it more than once if your first burst misses. Instead, on hit, press → to advance on your enemy, locking them in place with a hail of gunfire and then pressing □ to beat them down with the rifle. Should an adversary close in while firing, press ← to have Drake retreat. Either → or ← can be canceled into Coverwall by pressing ○ , giving you protection should another opponent get too close for comfort.

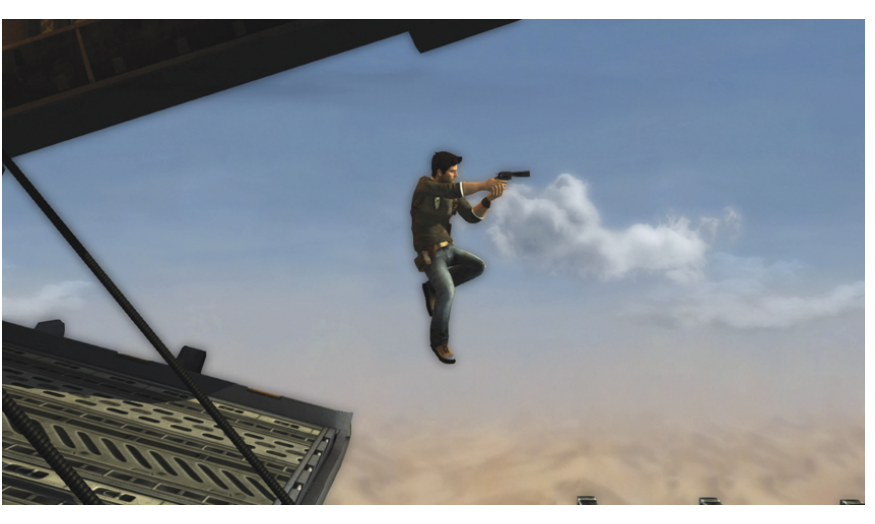
The Magnum is a one-hit eject tornado for your opponent. The projectile covers about a third of full-screen length and is best used to finish off a combo or get an enemy away from Drake. It has a long recovery period, so don't just go firing it off randomly, or expect to be punished by your attackers.

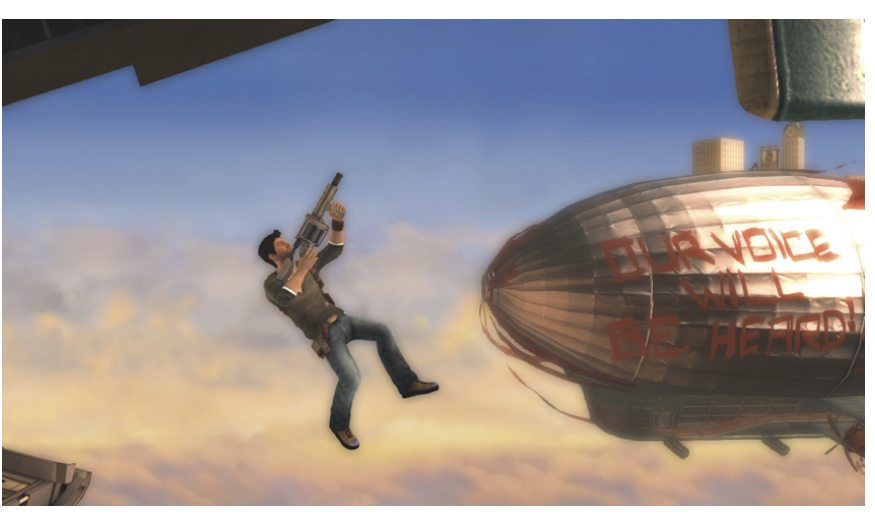
The Grenade Launcher and GAU-19 Heavy Machine Gun add a bit of heavy metal to round out Drake's arsenal. Grenade projectiles travel at a 45-degree angle, exploding on impact. It can be used as an effective anti-air attack, or to strike enemies from the opposite side of a platform. The Heavy Machine Gun is Drake's slowest move; its stream of bullets covers a wide area in front of him but leaves Drake totally exposed from above and behind. It should only be used when you're certain no enemies can touch Drake.

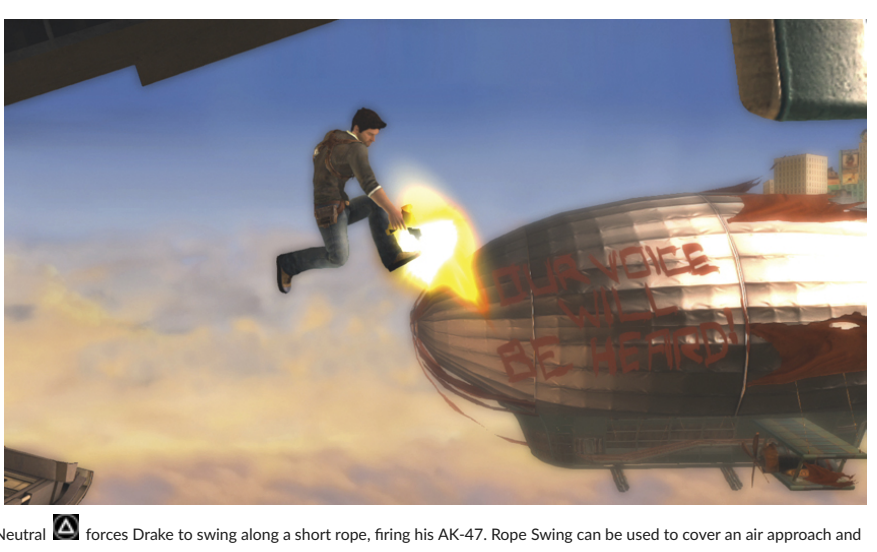
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Rope Swing	Air △	1~10	—	—	—	May only be performed once per aerial state.
2	Magnum	Air → △	30	—	Eject tornado	—	Halts Drake's forward momentum
3	Grenade Launcher	Air ↑ △	20	—	Lift	—	Grenade explodes on impact
4	Uzi Spray	Air ↓ △	10	—	—	—	Fires in 30-degree arc









Neutral △ forces Drake to swing along a short rope, firing his AK-47. Rope Swing can be used to cover an air approach and give Drake some forward momentum. Combined with the Zipline, practiced players can traverse from one side of a level to the other without ever touching the ground!

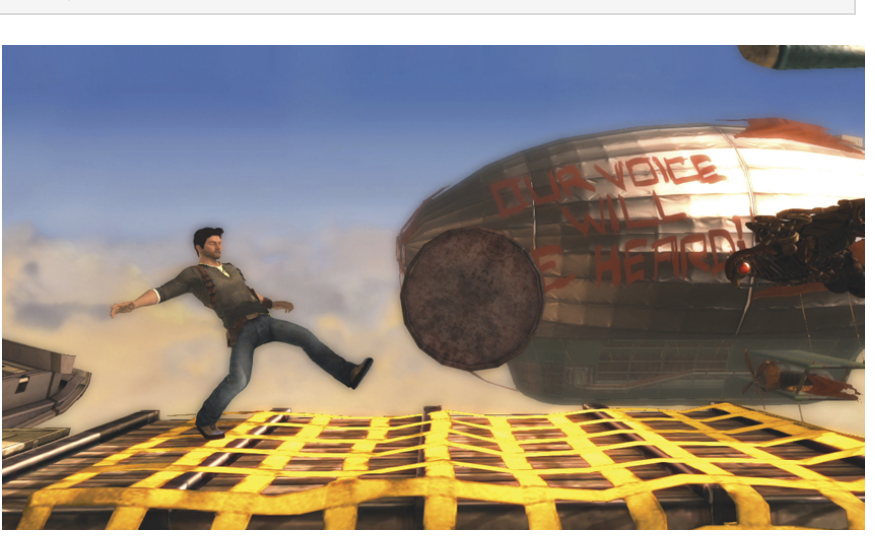
The air Magnum functions basically like its grounded versions, but it stops any forward momentum Drake may have, and its slow recovery leaves him vulnerable from anything less than double-jump height. However, it is possible to fire two Magnum rounds in quick succession: once right above the ground, and a second immediately after landing. The Grenade Launcher also mirrors its grounded version, only the projectile can be forced to travel farther thanks to the added height.

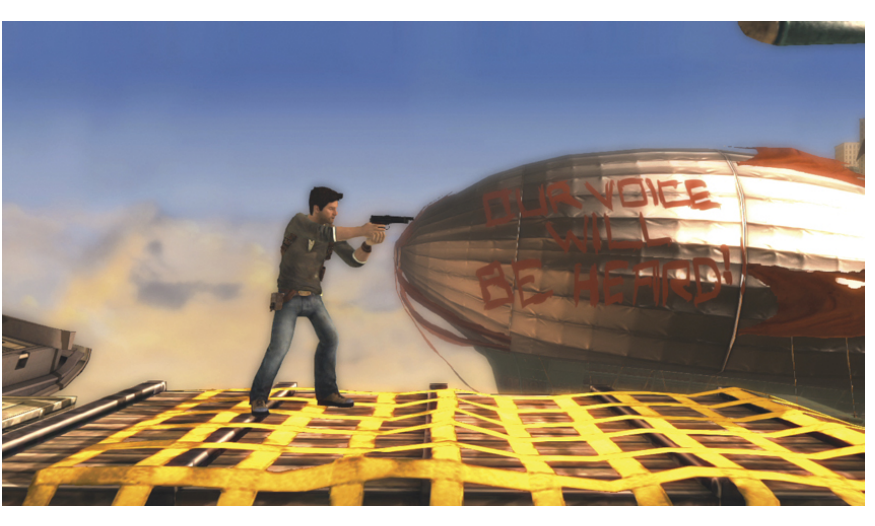
Uzi Spray fires a stream of short-range bullets in an arc below Drake that interrupts enemy actions. It is primarily used for suppressing enemies as Drake jumps into a melee or while making a daring escape, buying you brief window of opportunity to follow up with a Brutal Combo, Oil Drum, or to plan your next attack.

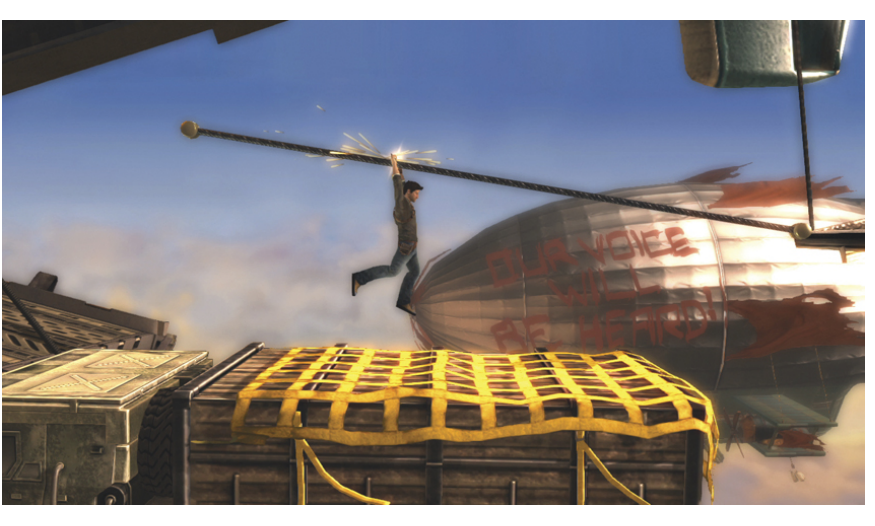
○ : CIRCLE ATTACKS

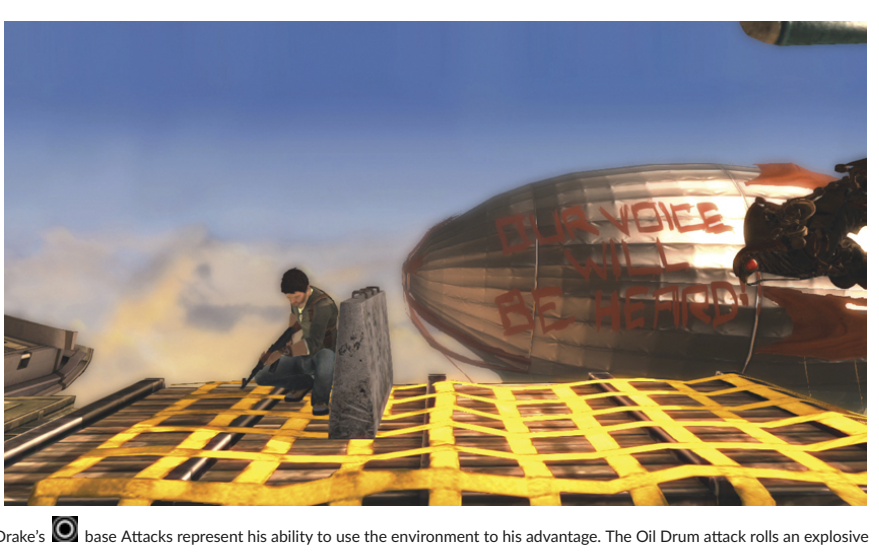
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Oil Drum	○	10, 30	Only one drum in play at a time; physical object	Sweep; eject tornado	—	Oil Drum explodes on hit or after three seconds
2	Tranquilizer Dart Gun	→ ○	10	—	Slow; jump disabled	—	Effect lasts five seconds
3	Zipline	↑ ○	20, 10	Hold ↓ to ignore thin platforms	Butt-drop; lift	—	No final hit if in aerial state before touching ground
4	Coverwall	↓ ○	—	Barrier blocks 100AP worth of damage	—	✕	Press ← or → to switch sides; press ○ to exit cover
-	Rifle Butt Takedown	(in cover) □	20	—	Butt-drop	—	—
-	Blind Fire	(in cover) (hold) △	2~10	—	—	←	Hold ↑ / ↓ to direct fire; press ← while firing to retreat
-	Take Cover (Throw Grenade)	(in cover) ↑ □	20	—	Lift	—	Throw arc cycles randomly between short/med/long
-	Take Cover (Grenade Launcher)	(in cover) ↑ △	20	—	Lift	—	Grenade explodes on impact









Drake's ○ base Attacks represent his ability to use the environment to his advantage. The Oil Drum attack rolls an explosive barrel in front of Drake, sweeping any opponent it touches and exploding after three seconds or if attacked. It serves a dual purpose: setting up mid-range combos and controlling space. The recovery time is fairly long, however; the only viable combo options at mid-range are projectiles like Run and Gun or Magnum. The air version is more effective for close-range combos.

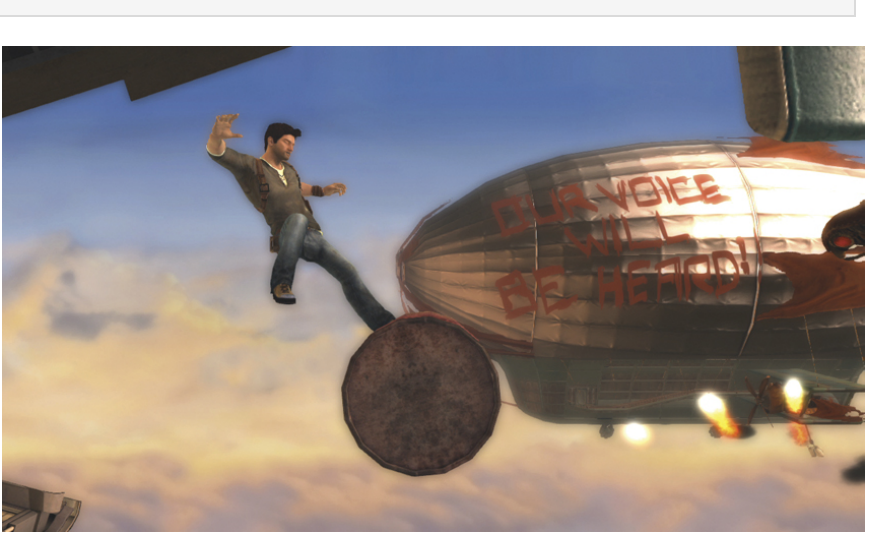
The Tranquilizer Dart Gun takes away a foe's ability to jump and slows their movement for five seconds. It's a great solution for dealing with faster characters like Sly Cooper or Dante, but you see less of a benefit against big, slow fighters such as Big Daddy or Sweet Tooth.

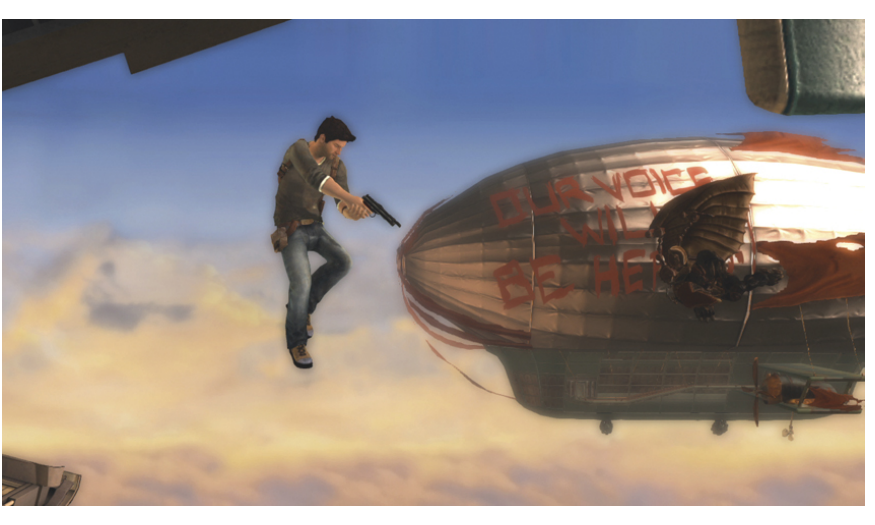
Covering ground with the Zipline is a relatively safe way to travel, as Drake can strike enemies on the way down and during his rolling dismount. The rolling dismount only occurs is Drakes touches the ground at the end of the line. Otherwise, Zipline forces Drake to suffer a brief recovery period when dismounting in the air. Drake automatically stops at thin platforms, so be sure to hold ↓ if you wish to have him pass through.

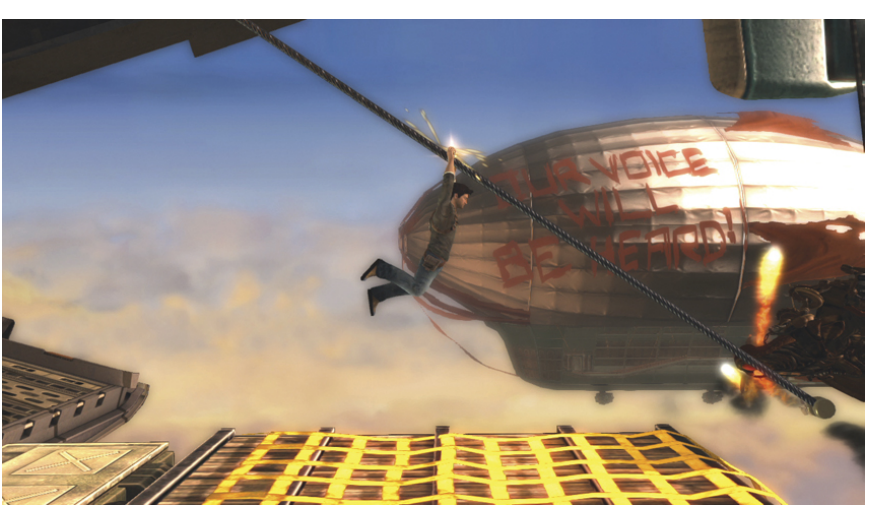
A concrete barrier that absorbs 100AP worth of attacks, the Coverwall is one of Drake's best defensive options. From this stance, you can lob grenades, fire his AK-47, or deliver a close-range melee attack. It can be used to quickly cover your front side during Run and Gun Advance, or put Drake's back against a wall and spam attacks all day long. When you need to have Drake escape from cover, don't press ○ . Instead, jump to exit instantly or press ← while firing to enter Run and Gun Retreat. Don't rely on it to keep Drake 100% safe; he's still vulnerable to throws and Super Attacks.

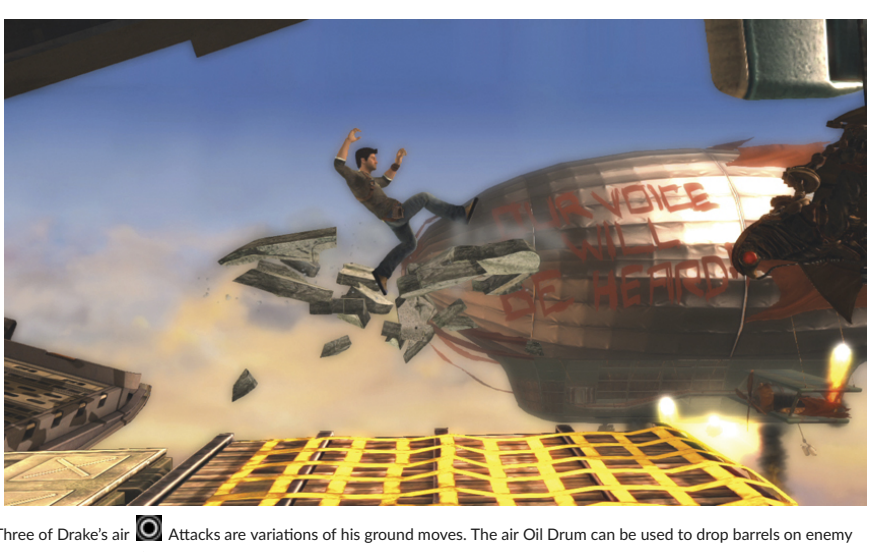
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Oil Drum	Air ○	10, 30	Only one drum in play at a time	Sweep; eject tornado	—	Oil Drum explodes on hit or after three seconds
2	Tranquilizer Dart Gun	Air → ○	10	—	Slow; jump disabled	—	Fires down at 45-degree angle; effect lasts five seconds
3	Zipline	Air ↑ ○	20, 10	Hold ↓ to ignore thin platforms	Butt-drop; lift	—	No final hit if in aerial state before touching ground; steeper and longer than ground version
4	Ledge Fall to Cover	Air ↓ ○	20	Active until grounded	Knockdown	—	Once grounded, Nate rolls away from facing direction









Three of Drake's air ○ Attacks are variations of his ground moves. The air Oil Drum can be used to drop barrels on enemy heads or cover Drake's descent. It can create exciting combo opportunities at close range, while covering the area in front of Drake as the Oil Drum rolls along the level. Air Tranquilizer Dart Gun fires downward at a 45-degree angle, and it offers the same results as the ground version. A well-timed dart fired while jumping toward an opponent can prevent their escape.

Air Zipline opens up Drake's mobility options in the air. It's steeper and longer than the ground version, allowing Drake to cover more ground in less time. Combine this with Rope Swing after the aerial recovery period to safely traverse back and forth across larger arenas; just don't forget to hold ↓ to pass through thin platforms!

Ledge Drop to Cover creates a pile of rubble underneath Drake, forcing him to fall straight down and causing a knockdown against enemies. If you see adversaries lined up at multiple heights, hold ↓ to continue falling through platforms and take everyone down with him!

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: → □ , ↓ □ , ← □ , △ x ← , □

111~114AP + 30AP IAS Bonus

Drake's bread and butter combo starts with a Haymaker, followed immediately by a Slide Attack while the opponent is still stuck in a butt-drop stagger. The Slide Attack places Drake on the opposite side of his opponent, so press ← □ to follow up with a second Haymaker in the opposite direction. Hold △ to catch the opponent in a hail of gunfire and, once you've confirmed the hit, press ← to enter Run and Gun Advance. Once you're within melee range, press □ to Rifle Butt your opponent and trigger the Infinite Protection System for a hefty AP bonus! Start this combo with a jump in air ↓ □ to earn enough AP for a full Level 1 Super in a single combo.

II. At mid-range: ○ , (hold) △ , → , □

58~64AP, 91~94AP (corner required)

Release the Oil Drum and start holding △ as soon as it hits the opponent, and then press → once you confirm the first bullet hits. Your foe is held in place by the gunfire, so hit □ to deliver the final blow. It's also possible to catch your attacker in the Oil Drum explosion for an extra 30AP as long as it stops in a corner behind your opponent. You have many opportunities to have Drake escape should things go wrong: if Run and Gun misses or an enemy approaches, simply press ○ to cancel into cover and plot your next attack.

III. Near wall, Level 1: (air) □ , land, ✕ , → □ , ← , R2 , any attack button

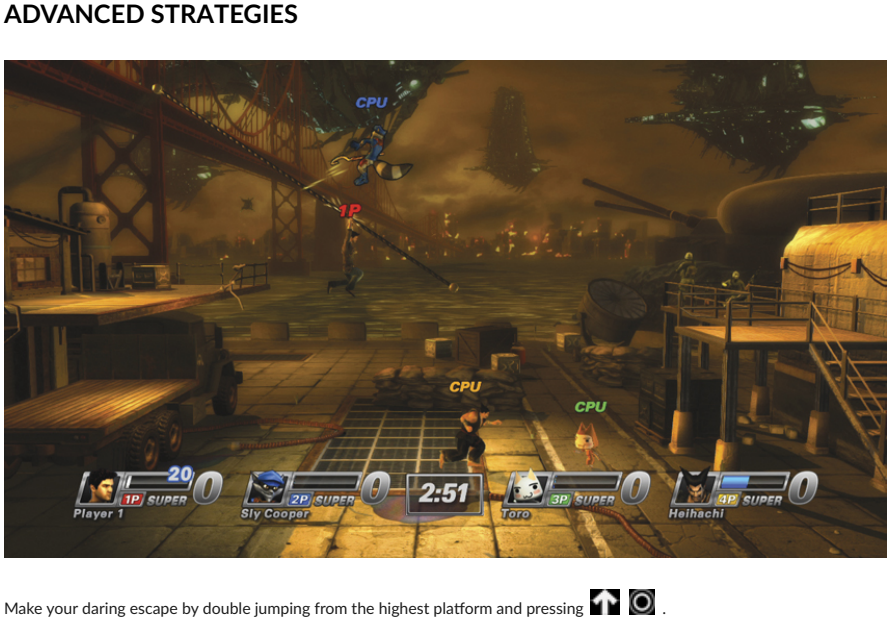
50AP + Kill

The main issue with Drake's Level 1 Super attack is that it's very easy for enemies to run away from the explosive. However, in the corner, Drake can force them to join the barbeque. Jump in with (air) □ to knock them in the air, immediately jump once grounded, and input → □ to cause a wallbounce. Once Drake is grounded, quickly press ← followed by R2 . Timed correctly, the enemy wallbounces right into the path of the Propane Tank, killing them just as they recover!

COMBO APPENDIX

Combo	+AP	Notes
→ □ , (hold) △ , → , □	71~74	Variation on Combo II that works anywhere. Can start with (air) ↓ □ for extra AP.
(air) ○ , land, ↓ △	54~56	Requires point-blank range. Input ↓ △ immediately after landing.

ADVANCED STRATEGIES



Make your daring escape by double jumping from the highest platform and pressing ↑ ○ .

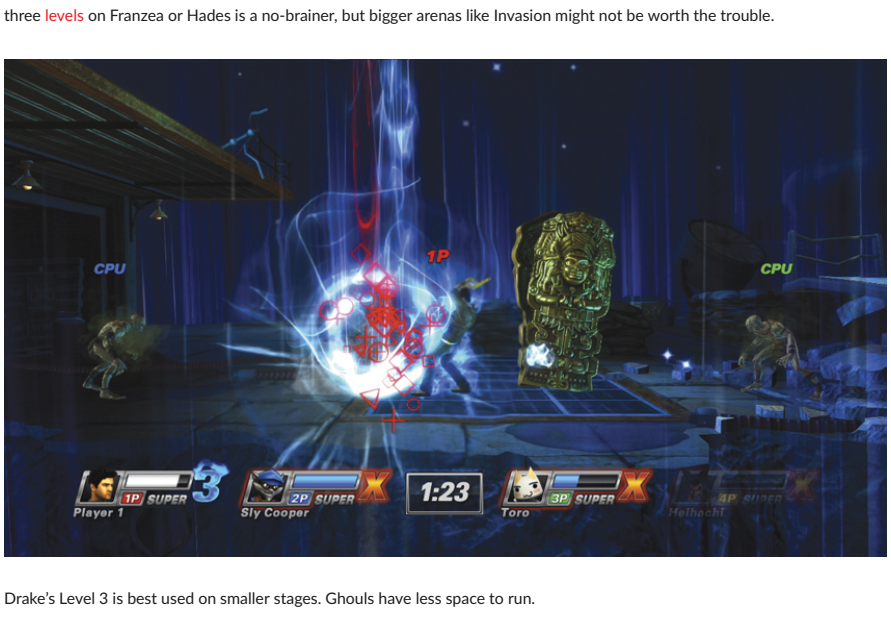
Nathan Drake's keen combat prowess in his relentless pursuit for ancient treasure has been fully adapted to the fighting systems present in PlayStation All-Stars. With meaty in-your-face melee Attacks and an arsenal of projectiles at his disposal, Drake can effectively fight off all types of characters from mid and close-range. However, inputting the wrong attack can cost you dearly, as many of Drake's more damaging Attacks have long active or recovery periods that leave him exposed from behind. Much like when embroiled in an intense gunfight with rival tomb raiders, Drake needs to seek the safety of cover, stay mobile, and carefully choose when to attack in order to reach Level 2 quickly.

At close range, you want to stick with Drake's faster moves to avoid a counter attack during longer startup periods. Just a basic □ , □ , □ combo can get Drake out of most melee situations, but this only gains you 30AP. Instead, practice performing short jumps to strike enemies with (air) □ , (air) ↓ ○ , or (air) ○ to set up longer Combos. This technique can serve you well on all types of levels, large or small.

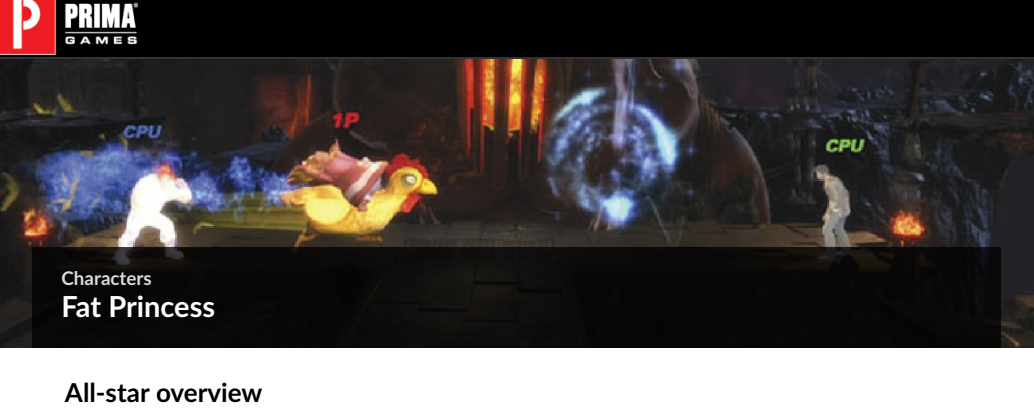
Setting up Drake's SUPER Attacks is simply a matter of waiting for the right opportunity. His Level 1 Super, the Propane Tank, requires too much time to execute and affects too small an area to use on reaction. Instead, look for enemies grouped into corners or other hard-to-escape areas before letting the tank fly. You can also use attacks that knock foes down and away from Drake like Haymaker or Magnum, then throw the tank toward them just as they finish their wake-up action.

Stone Pillar is easily Drake's most versatile and easy-to-use Super attack, thanks to its instant activation and wide area of coverage. While knocking the stones over the edge of a platform is a smart idea, avoid doing so over narrow gaps without an enemy immediately across from Drake, as more than likely only one stone is going to fall in that narrow gap and minimize your scoring potential. In fact, in stages with many platforms bunched together, try to activate Stone Pillar at ground level to cover as much vertical space as possible.

By staying active for a full 15 seconds, Drake's Level 3 Super can increase your score dramatically, but banking 750AP is no easy task. Think about the level you're on before committing to building three full meters; enemies can still move around while in ghoul form, so larger or platform heavy levels give them more ways to escape from Drake's Golden Gun. Attempting to build three levels on Franzea or Hades is a no-brainer, but bigger arenas like Invasion might not be worth the trouble.



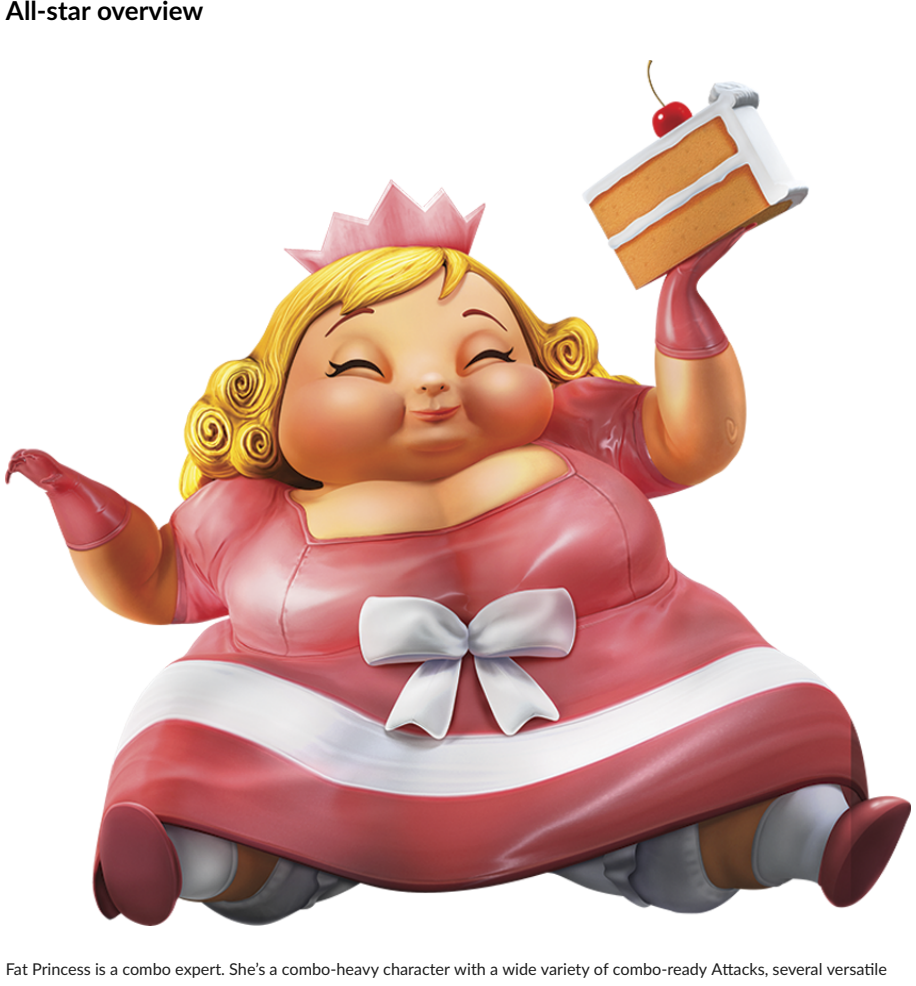
Drake's Level 3 is best used on smaller stages. Ghouls have less space to run.



Characters

Fat Princess

All-star overview



Fat Princess is a combo expert. She's a combo-heavy character with a wide variety of combo-ready Attacks, several versatile launchers, and great finishers that alternately eject, sweep, lift, or launch the enemy at the end of the combo. She's fast, she gains AP quickly, and her Level 1 Super attack is stellar. The goal with Fat Princess is to build AP and then immediately use her Level 1 Super attack.

WHY IS RIDE THE CHICKEN! SUCH A GREAT SUPER ATTACK AND THE CENTERPIECE OF FAT PRINCESS'S STRATEGY?

- Ride the Chicken! comes out quickly and travels a short distance, allowing it to affect multiple enemies.
- Fat Princess can easily gain 75AP or more in a single combo, which means that two solid Combos are all you need to gain the necessary AP.
- It dominates in corners, thanks to its speed.

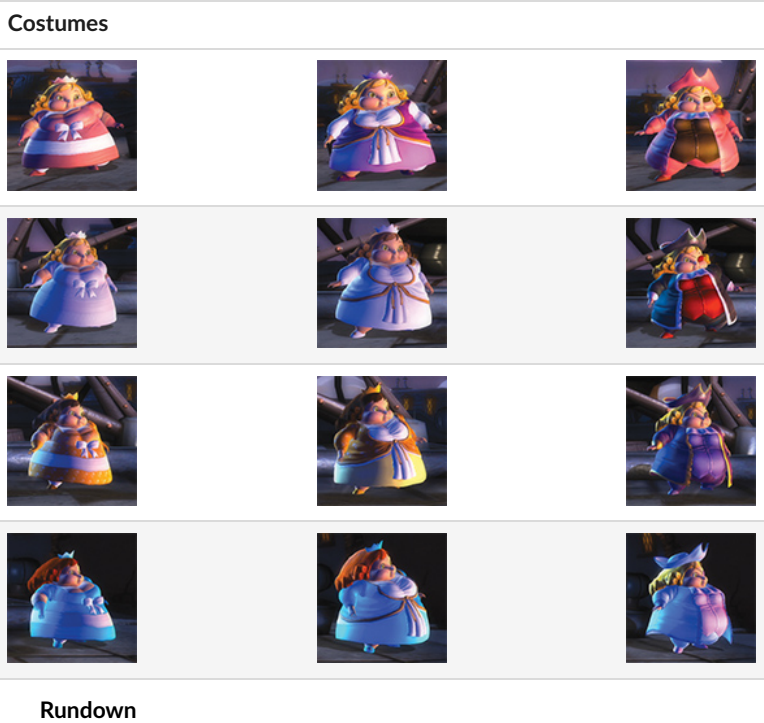
WHAT'S THE BEST WAY TO REACH LEVEL 1 AND ACTIVATE THE SUPER ATTACK?

- Use Ballerina Smash (↑ △) as a combo finisher to quickly gain AP.
- Take advantage of her launchers to set up Combos and prevent adversaries from attacking.
- The villagers she can summon come out slowly but can keep an enemy busy while you have Fat Princess transition into a combo.

Fat Princess is a damage dealer and should be played accordingly. Rapidly switching from combos to SUPER Attacks and back again should keep your foes stressed out and afraid to approach you. Many will underestimate Fat Princess due to both her size and the fact that she came from a humorous game, but as soon as you start landing 75AP combos, they'll realize the error of their ways.

AT A GLANCE

Costumes



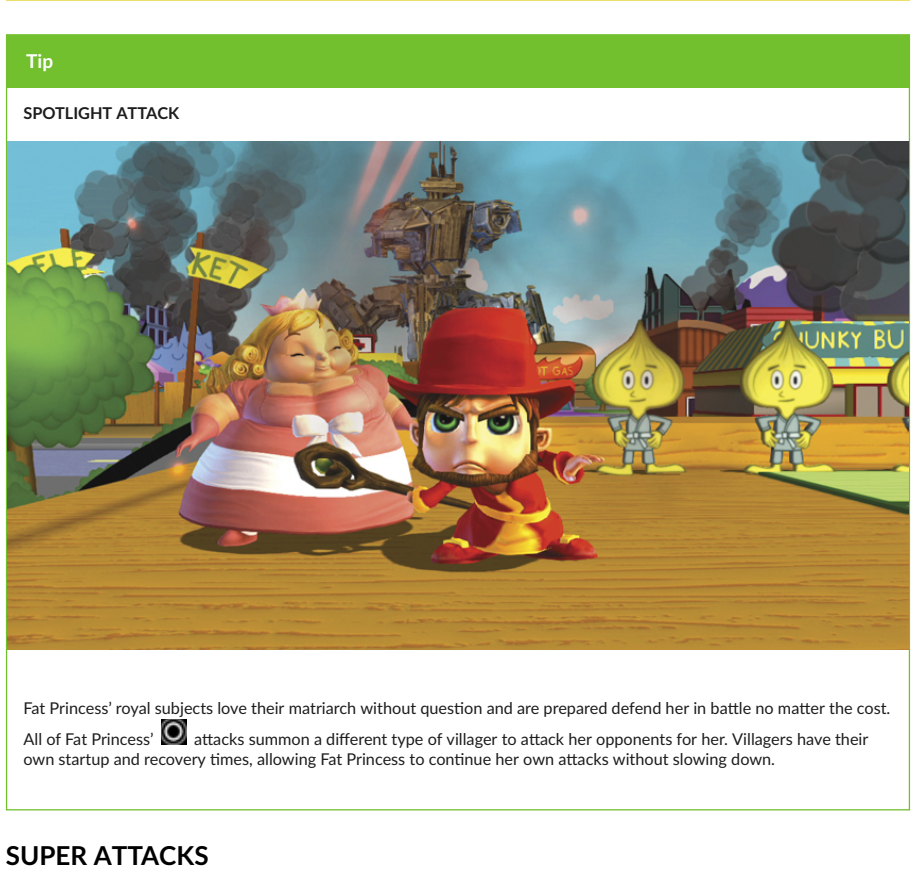
Rundown

- Name: Fat Princess
- Series: Fat Princess
- Archetype: Combo Heavy
- AP Meter Level 1/2/3 Values: 150/400/750
- Rival Character: Evil Cole
- Best Matchups: Radec
- Worst Matchups: Nathan Drake
- Best Level: Dojo
- Worst Level: Franzea
- Priority Pickups: Leech Beam

Revered by her subjects in the Kingdom of Titania, the Princess's insatiable love of cake has led her and her troops to nearby kingdoms in search of the baked goods she craves. Her sweet nature should not be confused with a lack of fortitude, as she and her guards make short work of anyone who dares stand between her and her prize.

Tip

SPOTLIGHT ATTACK



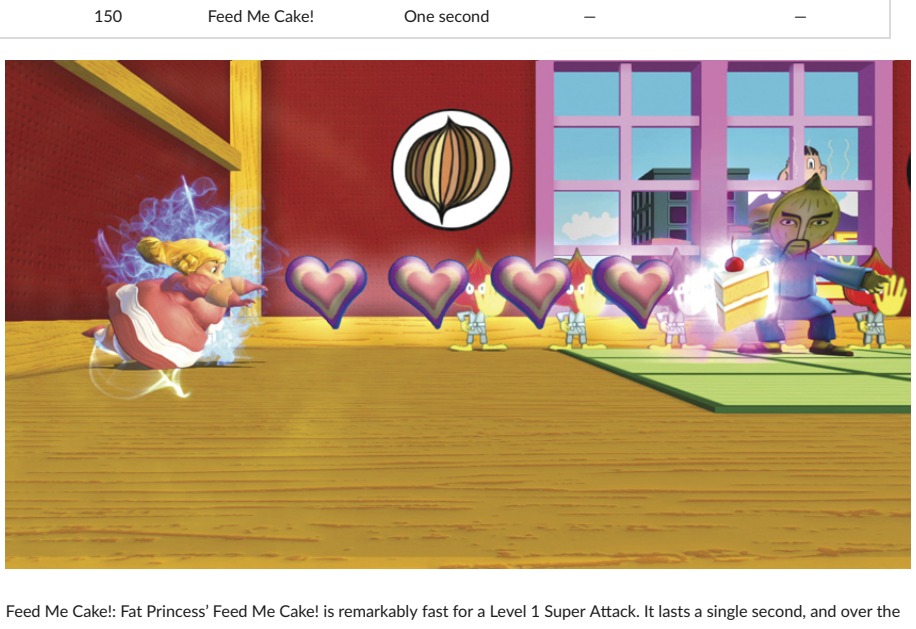
Fat Princess' royal subjects love their matriarch without question and are prepared defend her in battle no matter the cost.

All of Fat Princess' ○ attacks summon a different type of villager to attack her opponents for her. Villagers have their own startup and recovery times, allowing Fat Princess to continue her own attacks without slowing down.

SUPER ATTACKS

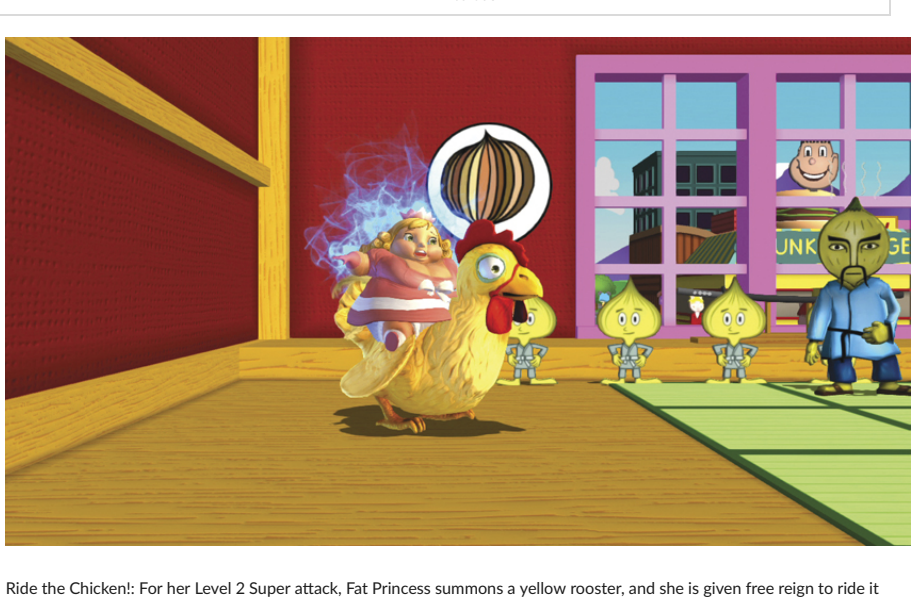
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Feed Me Cake!	One second	—	—



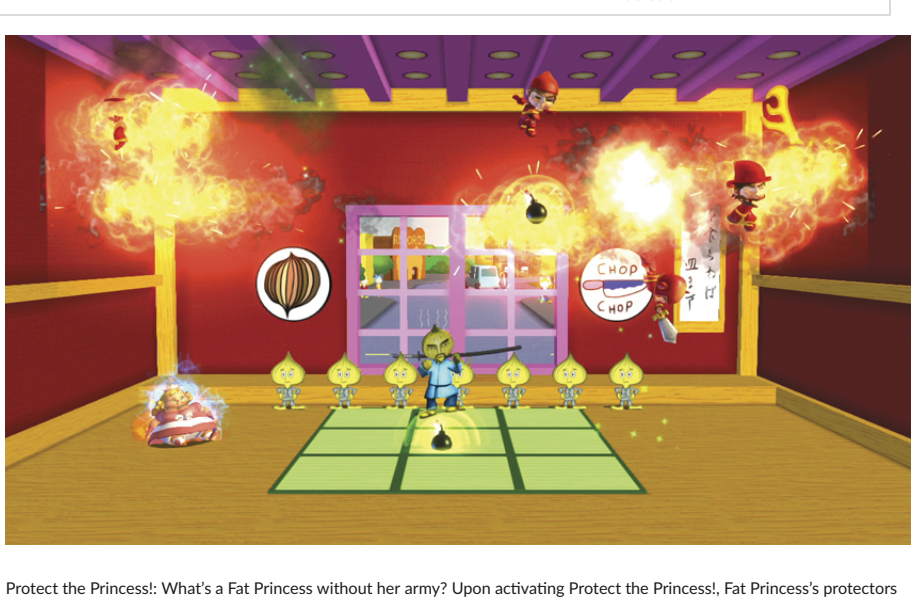
Feed Me Cake!: Fat Princess' Feed Me Cake! is remarkably fast for a Level 1 Super Attack. It lasts a single second, and over the course of that second, Fat Princess spawns five hearts and a piece of cake. Any enemy between her and her cake is killed as soon as she touches them. This move is versatile enough to be used in almost any situation. Its range isn't great, but the speed with which it can be acquired and utilized more than makes up for that.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Ride the Chicken!	Eight seconds	Press □ / △ / ○ to dash	Chicken stays active if dashing when time expires



Ride the Chicken!: For her Level 2 Super attack, Fat Princess summons a yellow rooster, and she is given free reign to ride it around. Pressing any attack button causes the rooster to dash, and any enemy struck by the dash is killed. The rooster can jump roughly the height of a double jump and perform a slower attack on the way down. Eight seconds isn't a long time, but it is enough to kill a single character twice, or all three opposing characters at least once. This move is powerful, but opponents who know its properties will definitely try to avoid Fat Princess until time runs out.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Protect the Princess!	12 seconds	—	Fat Princess is immobile for duration



Protect the Princess!: What's a Fat Princess without her army? Upon activating Protect the Princess!, Fat Princess's protectors come streaming out of the woodwork and begin attacking every quadrant of the stage. They spend their 12-second time at bat raining down bombs, fireballs, and worse on the enemy while Fat Princess gorges on cake. This move is tremendously efficient when it comes to scoring kills, as there's absolutely nowhere for opposing characters to hide. Use this move when you're behind in the standings to quickly score at least three, and possibly even six, kills at once.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Tumble Toss	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	—

Tumble Toss: This well-rounded throw pops an enemy up, leaving them vulnerable to aerial ATTACKS. Even if an opponent has time to perform an air recovery after the throw, Fat Princess still has plenty of time to leap after them and pull them into a solid combo. Try firing an Upward Mage Fireball (↑ ○) before the throw if you're looking to fully combo off of Tumble Toss's hit effect.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Whirl 'N Twirl	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Whirl 'N Twirl: Fat Princess grabs an enemy by one arm and treats them to a giant swing that ends in an eject tornado. This move's fifteen percent AP Penalty and long-distance toss make it a great option when Fat Princess is being forced into a defensive position against your will.

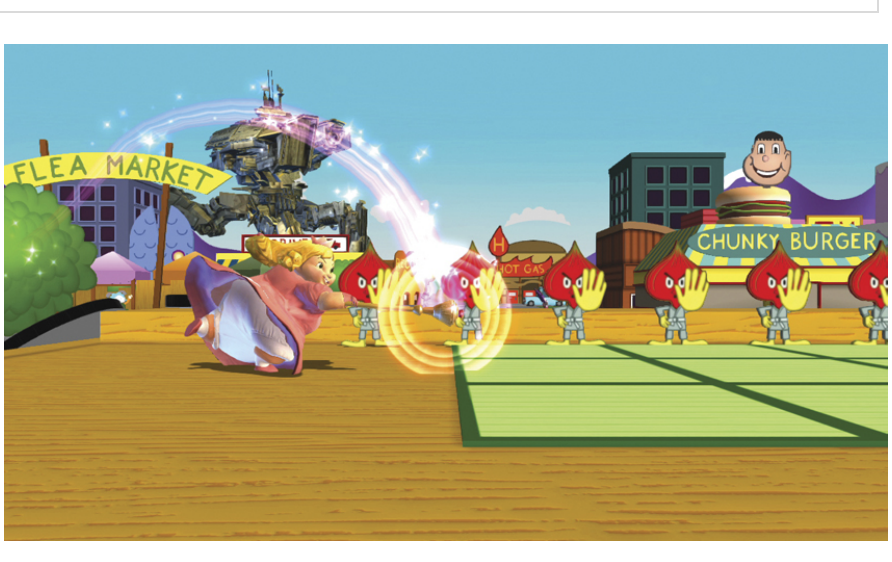
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Belly Drop	Right stick ↓	15%	Unblockable; 30AP of super armor	Butt-drop (first hit), KD (second hit)	—

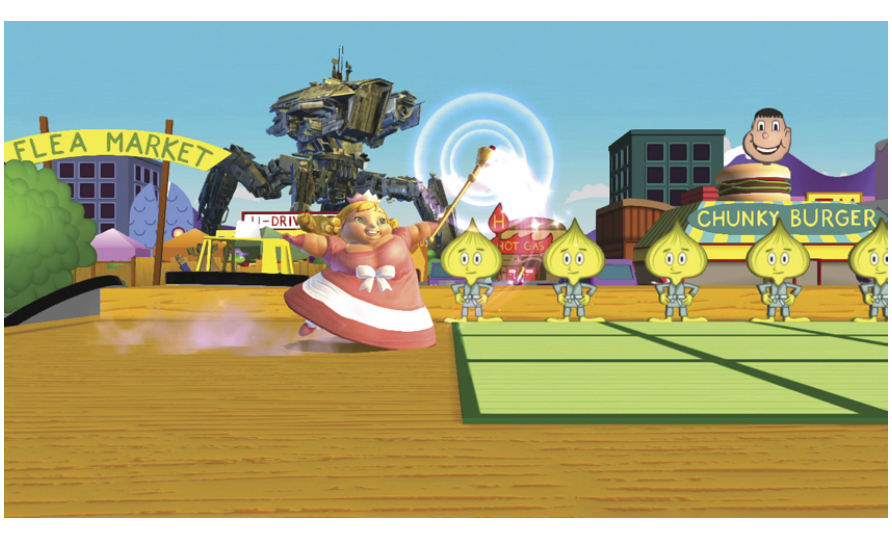
Belly Drop: The Belly Drop is a quick belly bump that transitions into a jumping butt drop, knocking down the target. Comboing out of this move is extremely difficult, but the fifteen percent Penalty it inflicts on an enemy makes it a worthwhile addition to Fat Princess's repertoire.

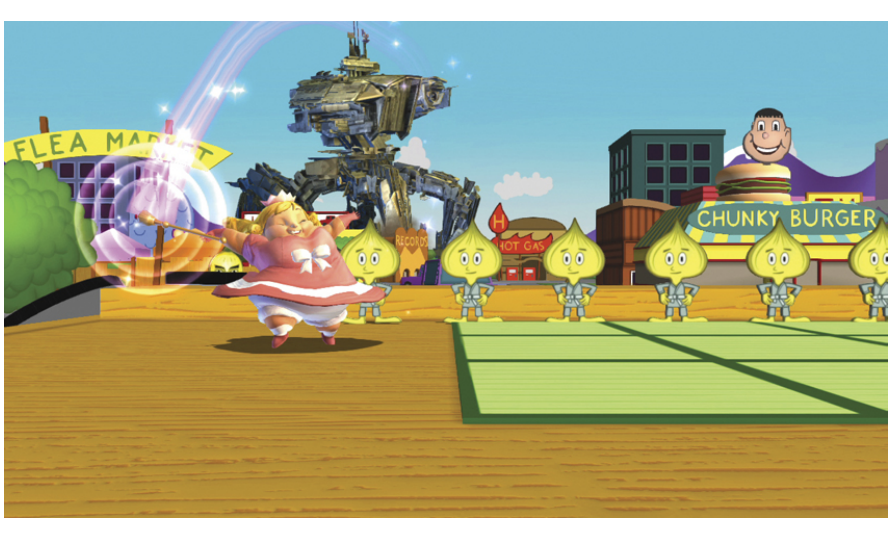
□ : SQUARE ATTACKS

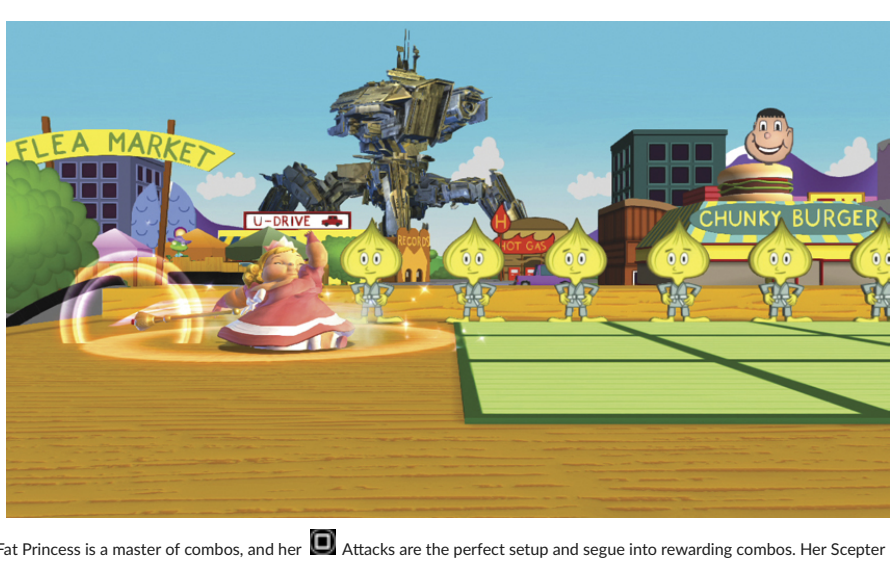
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Scepter Bash 1	□	10; 20 (charged)	Chargeable; 20AP super armor while charging	Kneel (tap); crumple (charge)	□ (tap); ← or → / ✕ (while charging)	Cannot perform second hit if charged
-	Scepter Bash 2	□ , □	10	—	Sweep	—	—
2	Scepter Dash	→ □	20	—	Lift	—	—
3	Scepter Slash	↑ □	20	—	Full launch	—	—
4	Scepter Flash	↓ □	20	—	Sweep	↓ □	Can be repeated









Fat Princess is a master of combos, and her □ Attacks are the perfect setup and segue into rewarding combos. Her Scepter Bash 2 (□ , □) sweeps enemies off their feet, leaving them open to further Attacks, including Scepter Bash 1 (□).

A charged Scepter Bash 1 makes foes crumple upon impact, which gives you time to transition to Scepter Bash 2, giving you a total of 40AP and the opportunity to continue the combo at your leisure.

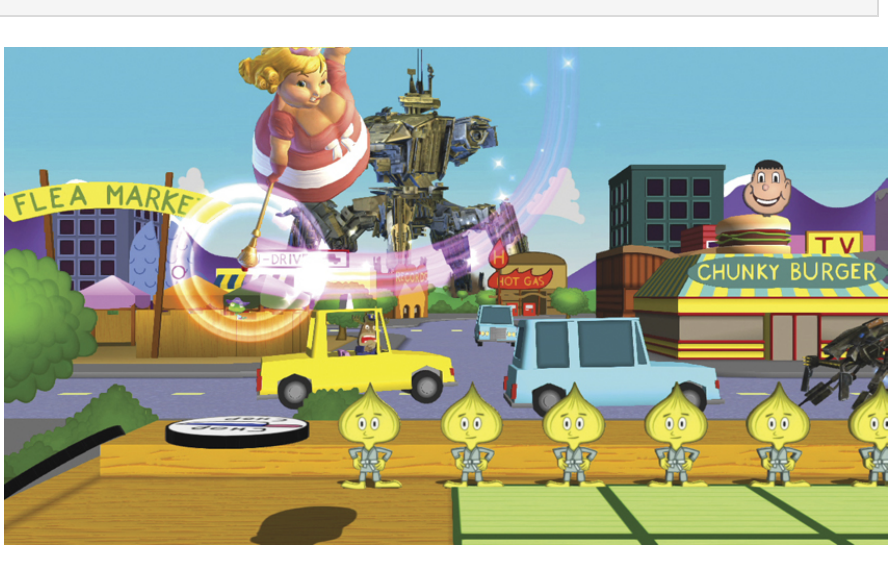
Scepter Slash (↑ □) and Scepter Dash (→ □) serve as essential launchers, too. Scepter Slash knocks characters high into the air, letting Fat Princess chase them down with an air combo, while Scepter Dash lifts enemies, leaving them vulnerable to a ground juggle. Both launchers create opportunities for punishing Combos and leave your opponent completely vulnerable.

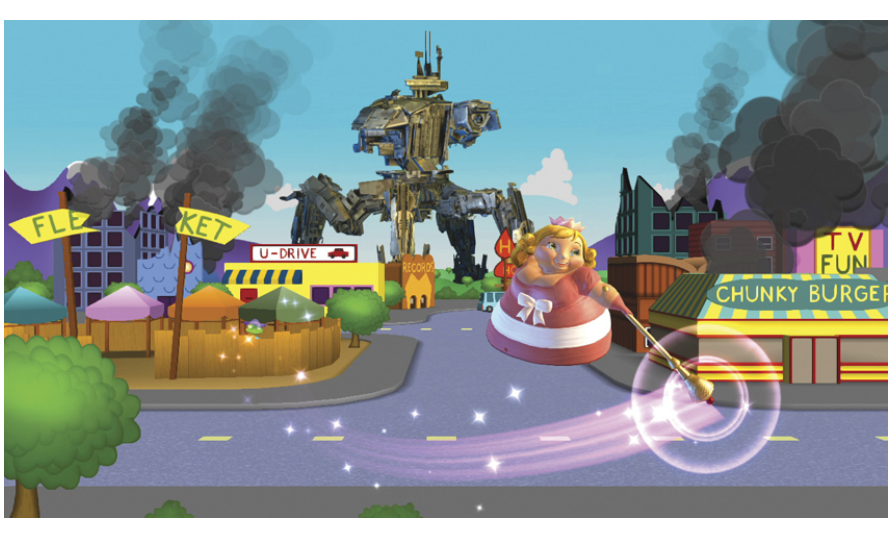
Scepter Flash (↓ □) is a sweep, like Scepter Bash 2, but you cannot transition from Scepter Flash to Scepter Bash 2. You can, however, transition into Scepter Bash 1, which knocks the enemy slightly away from Fat Princess before they perform an air recovery.

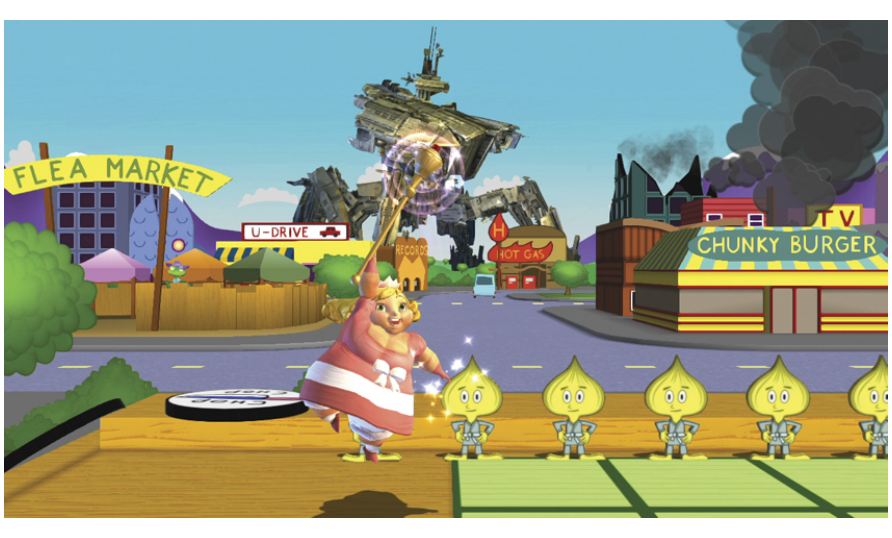
Fat Princess isn't just a combo powerhouse, either. A charged Scepter Bash 1 can be cancelled into several different actions. One of the most straightforward is cancelling into Scepter Bash 2 by pressing □ as soon as she begins spinning her scepter. This lets Fat Princess avoid the charge and immediately attack. You can also cancel into a forward or backward dash by pressing → or ← , or a jump by pressing ✕ . Charging a Scepter Bash 1 doesn't take long, but being able to instantly transition into an attack or escape is valuable. No one can be on the offensive forever, so it's important to know when and how to retreat.

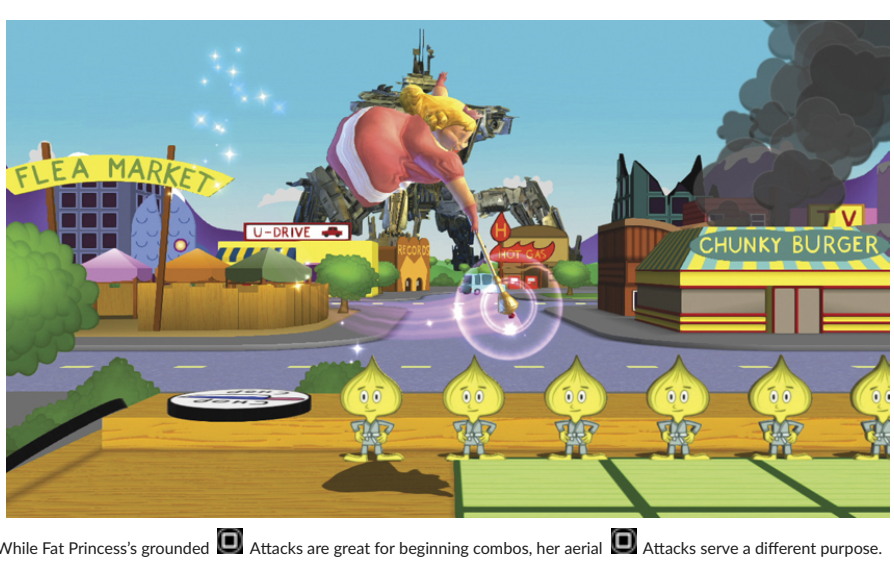
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Scepter Bash	Air □	20	—	KD	—	—
2	Scepter Dash	Air → □	20	—	Lift	—	Fast recovery
3	Scepter Slash	Air ↑ □	20	—	Full launch	—	—
4	Scepter Smash	Air ↓ □	20	—	Kneel	—	Fast recovery









While Fat Princess's grounded □ Attacks are great for beginning combos, her aerial □ Attacks serve a different purpose. Against an enemy in mid-air, her □ Attacks serve to smash them down to the ground or knock them away from her. Scepter Bash (□) makes a great combo ender, as it slams the opposing character to the ground almost immediately. This move has applications outside of combos, as well. Use it to stop an adversary from jumping in, whether they're trying to get close for a ground combo or employing aerial Attacks.

Scepter Dash (→ □) allows Fat Princess to move in closer to an enemy in mid-air and immediately attack, leaving the foe lifted even farther into the air and Fat Princess falling to safety. Against a grounded challenger, Scepter Dash functions similarly, though now Fat Princess has the option of following up on the attack with an aerial or ground combo.

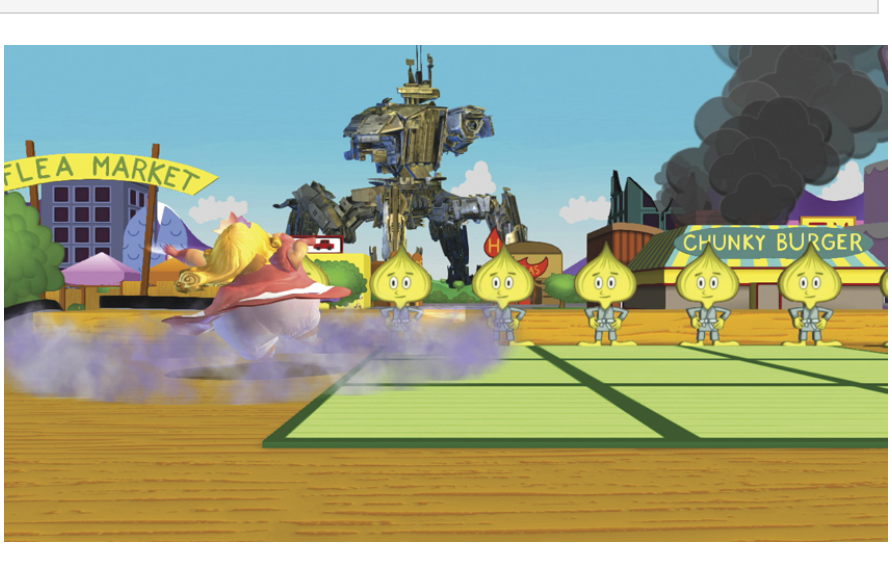
Use Scepter Smash (↓ □) similar to how you'd use Scepter Dash. Scepter Smash has no forward motion, so it can't be used to safely travel across the screen, but it still knocks airborne enemies even higher into the air. Grounded foes are forced to kneel after being hit by a Scepter Smash. Take advantage of their position by quickly activating another move—Scepter Dash 1 knocks the opposing character down completely.

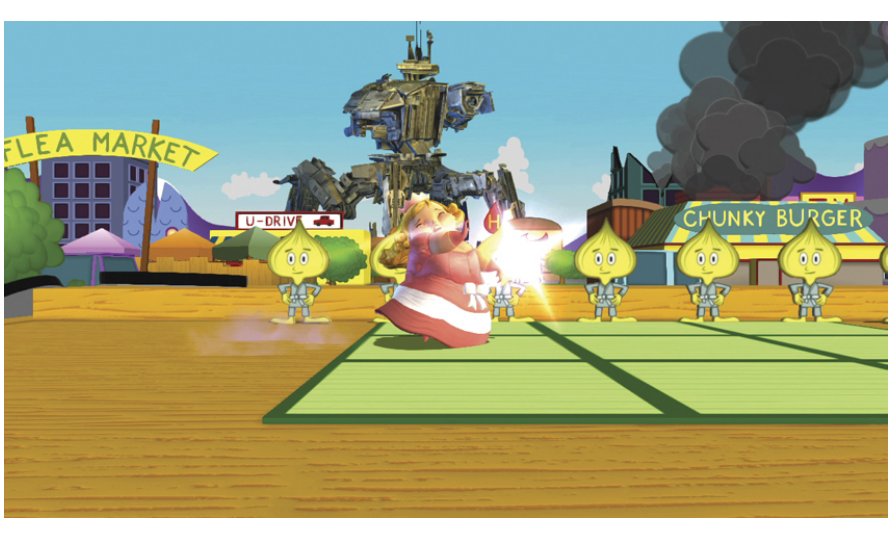
Scepter Slash (↑ □) is an upward swing that launches grounded enemies. It's a little difficult to land on grounded enemies due to its fairly short range, but it's great on airborne adversaries. It knocks them higher into the air while Fat Princess falls, which precludes most follow-ups, but take advantage of the time it takes them to reach the ground by plotting the next step in your attack plan.

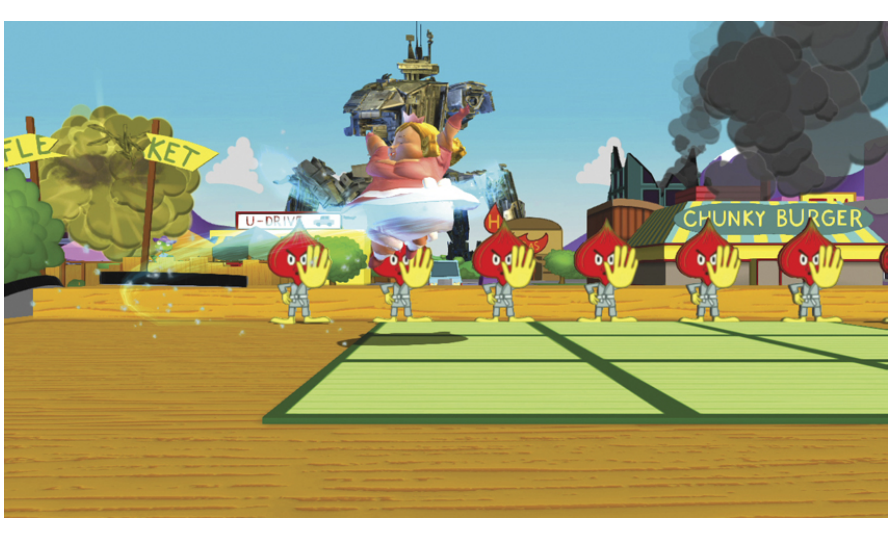
△ : TRIANGLE ATTACKS

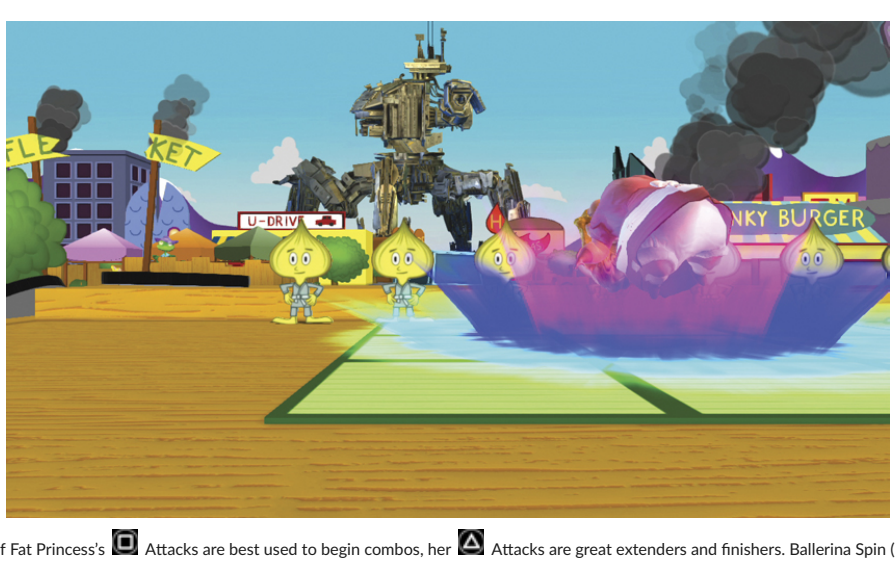
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Ballerina Spin	△	5–51	Mashable; pulls foes toward Fat Princess	Eject tornado (final hit)	—	Press ← or → to move slightly during mash
2	Pattycake	→ △	4–20	Mashable	Lift (final hit)	—	—
3	Ballerina Smash	↑ △	5–30	—	Eject tornado (final hit)	—	—
4	Butt Stomp	↓ △	10	Hold △ to hop farther	Butt-drop	—	—









If Fat Princess's □ Attacks are best used to begin combos, her △ Attacks are great extenders and finishers. Ballerina Spin (△), for example, pulls enemies in closer to Fat Princess before forcing them into an eject tornado. If every hit of the Ballerina Spin connects, Fat Princess earns 51AP. Comboing from a charged Scepter Bash 1 (hold □) into a full Ballerina Spin earns 71AP for eight hits. That's a beautiful harvest for only a little effort.

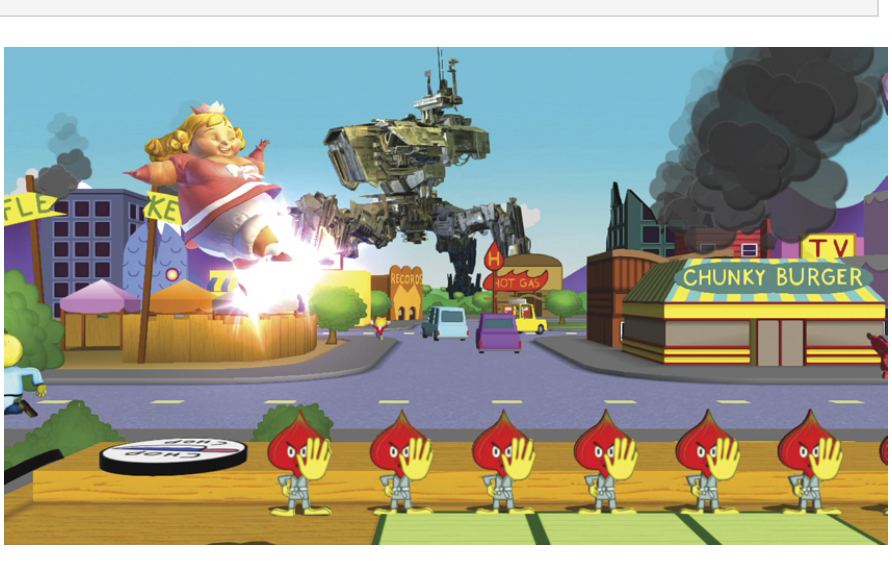
Get used to performing Ballerina Smash (↑ △). It's one of the best tools Fat Princess has. While its AP gain is not as great as Ballerina Spin's, it sends Fat Princess traveling forward at an upward angle, letting her catch grounded and aerial enemies with the same attack. From a charged Scepter Bash 1, Ballerina Smash earns Fat Princess up to 50AP and leaves the opponent in an eject tornado state. As a result, Fat Princess is left in safety, free to turn her attentions toward another foe or to trigger a Super attack at will.

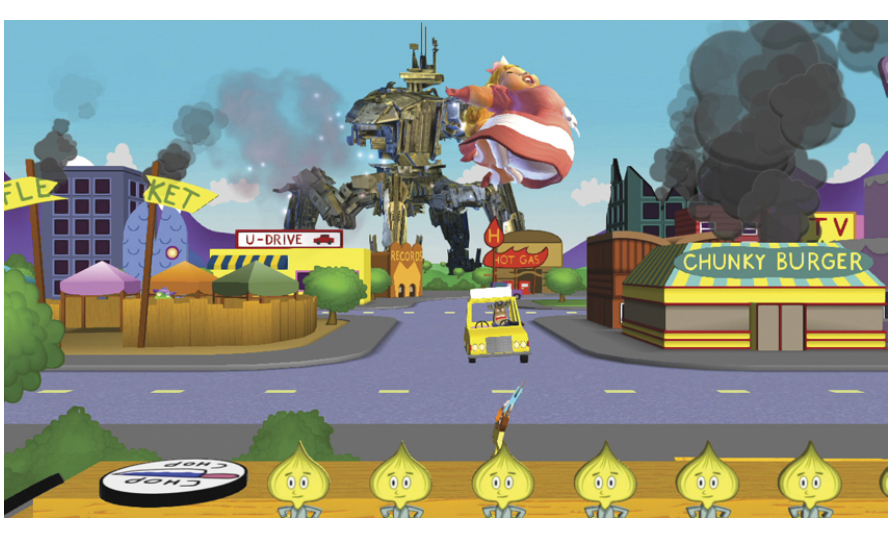
Fat Princess's Pattycake (→ △) is a quick dash that leads to even quicker slaps from Fat Princess. It isn't as versatile as Ballerina Smash, but it's an integral combo extender. The last hit of Pattycake lifts enemies. A combo that begins with a charged Scepter Bash 1, transitions into Pattycake, and then ends with Ballerina Smash is worth 56–65AP, and once again leaves Fat Princess in complete safety.

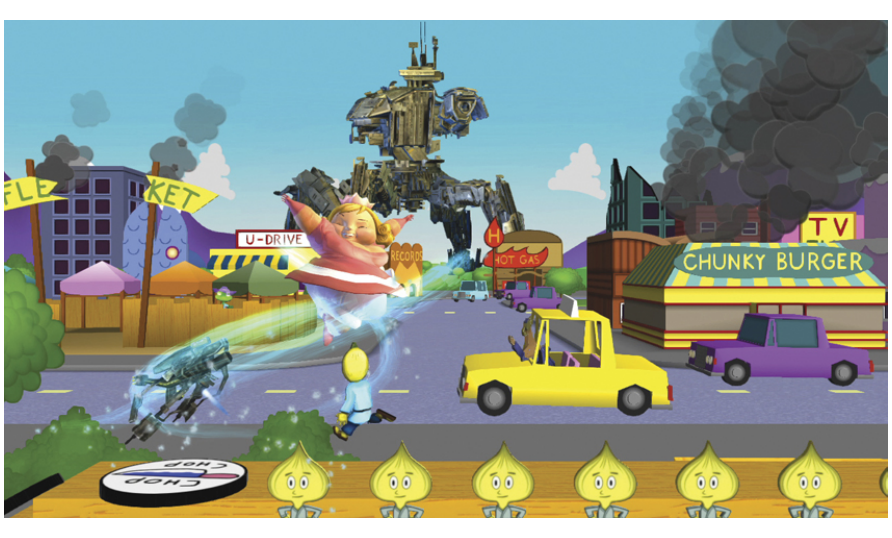
Bringing up the rear is Butt Stomp (↓ △). Fat Princess performs a short hop before dropping to the ground, creating a minor shockwave. Charging the attack makes for a longer hop but a longer start-up time, as well. Use Butt Stomp like you would Pattycake. It should keep enemies near Fat Princess and leave them vulnerable to a combo.

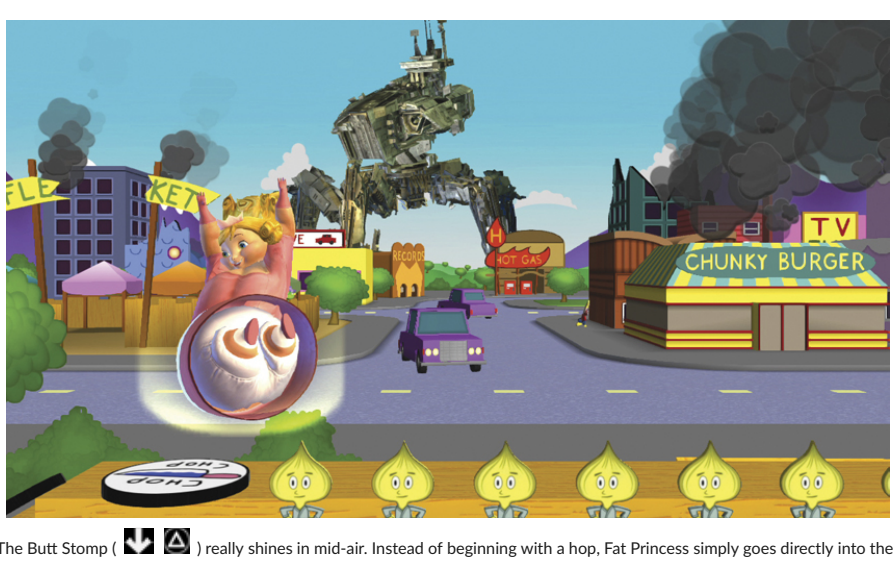
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Ballerina Kicks	Air △	3–12	—	—	—	—
2	Belly Bounce	Air → △	30	Dashes forward	Eject tornado	—	—
3	Ballerina Glide	Air ↑ △	5–30	—	Eject tornado (final hit)	—	—
4	Butt Stomp	Air ↓ △	10, 10	Active until grounded	Butt-drop	—	—









The Butt Stomp (↓ △) really shines in mid-air. Instead of beginning with a hop, Fat Princess simply goes directly into the attack and slams toward the ground at high speed. It completely halts the upward motion of any airborne enemies and forces grounded adversaries into a butt drop. Go from a Butt Stomp to Scepter Dash (→ □) and then to Ballerina Smash (↑ △) for 65AP.

Belly Bounce (→ △) is both an offensive maneuver and aggressive air dash. Fat Princess jolts forward, bumping enemies out of her way and covering a lot of horizontal ground. This can be performed twice off a double jump, which means that Fat Princess can quickly cover the length of a screen with just two simple Attacks.

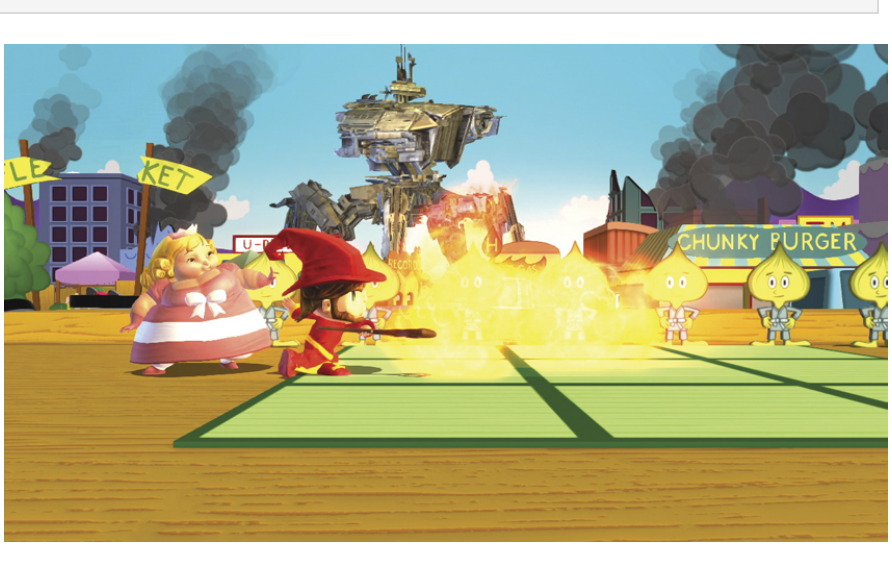
Use Fat Princess's Ballerina Kicks (△) as a combo extender. It only earns 12AP, but 12AP is a great bonus at the end of a combo. Her Ballerina Kicks keep an enemy in the air for a while, as well, creating even more opportunities for massive damage.

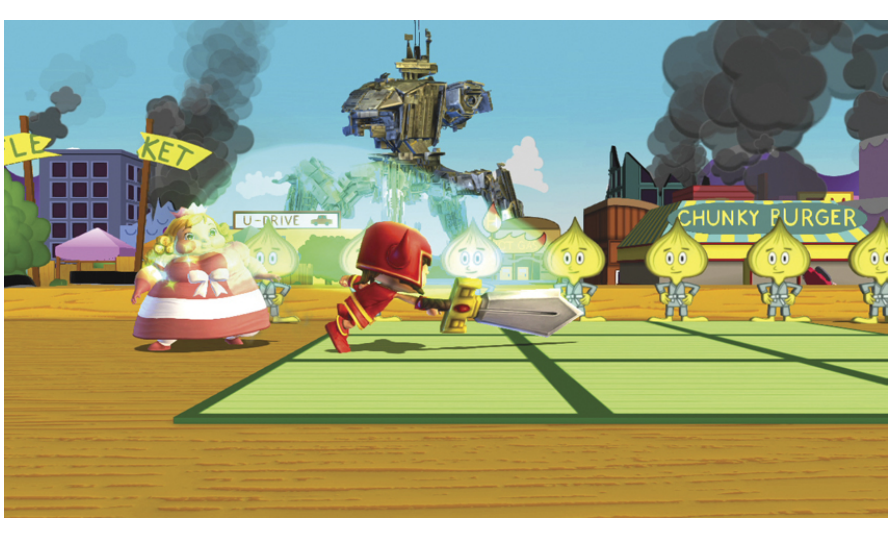
Ballerina Glide (↑ △) is just as useful in the air as it is on the ground. Fat Princess' forward motion during this move means that you can connect with air Combos that may not seem like they should work at first glance. Use that element of surprise to keep your opponents guessing. Ballerina Glide comes out quickly and ends with an eject tornado, so it's a very safe move to use alone or in Combos.

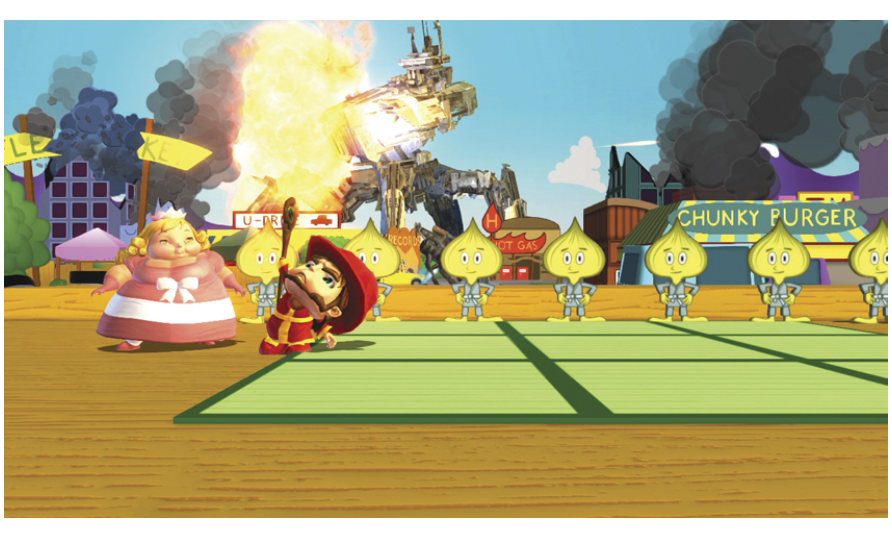
○ : CIRCLE ATTACKS

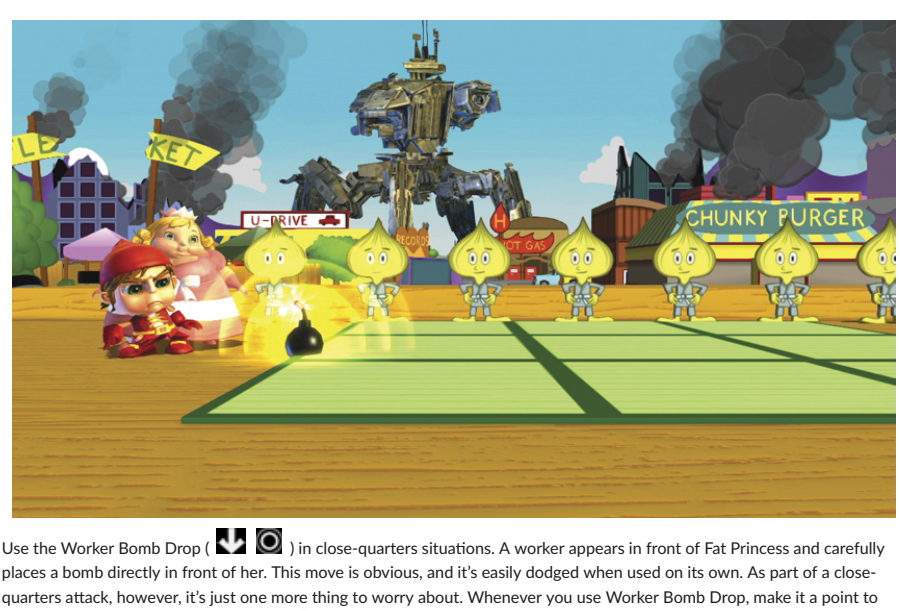
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Mage Fireball	○	20	—	Lift	—	Villagers do not affect Fat Princess's actions
2	Warrior Rush	→ ○	10	—	—	—	See above
3	Upward Mage Fireball	↑ ○	20	—	Lift	—	See above
4	Worker Bomb Drop	↓ ○	20	Bomb has three-second timer	Full lift	—	See above









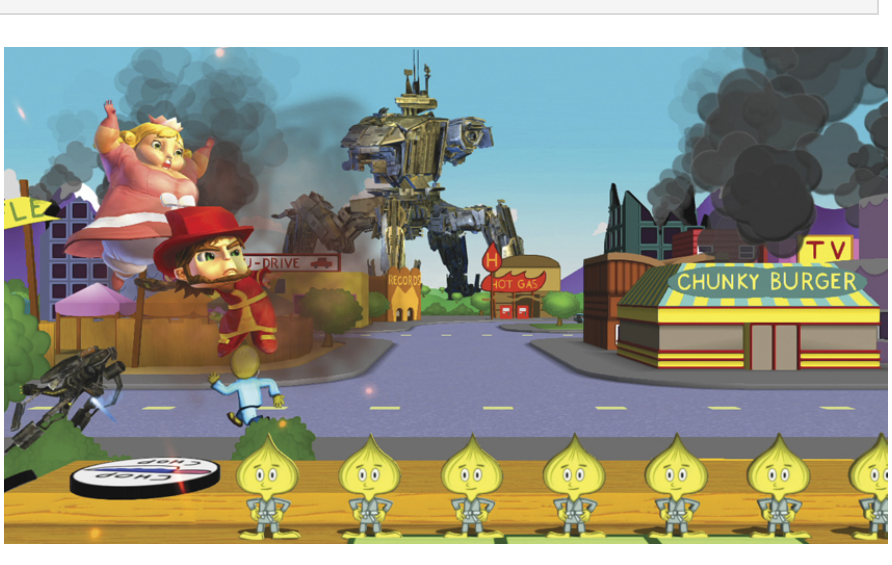
Use the Worker Bomb Drop (↓ ○) in close-quarters situations. A worker appears in front of Fat Princess and carefully places a bomb directly in front of her. This move is obvious, and it's easily dodged when used on its own. As part of a close-quarters attack, however, it's just one more thing to worry about. Whenever you use Worker Bomb Drop, make it a point to throw a fast combo or Ballerina Smash (↑) immediately after it. With proper timing, the bomb should explode while the enemy is caught in the Ballerina Smash. This is especially effective in corners.

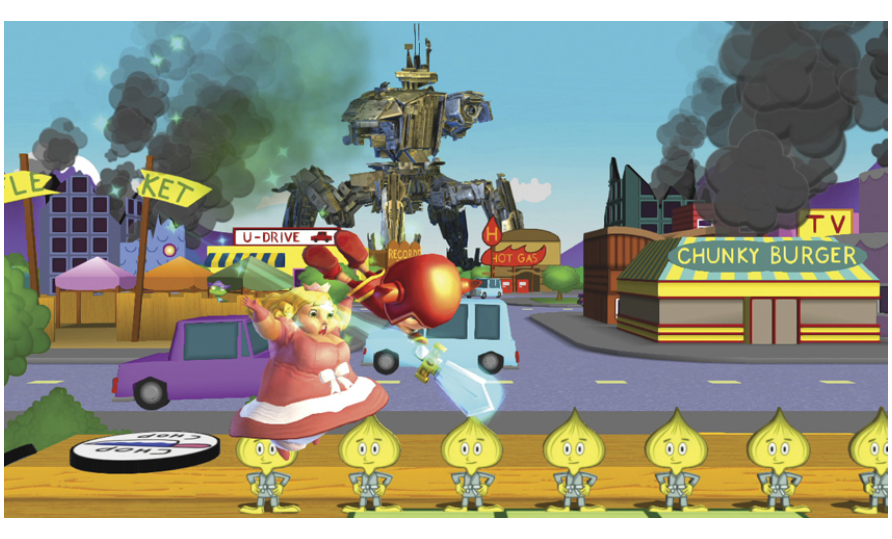
Mage Fireball (○) and Upward Mage Fireball (↑ ○) are trickier to use in combat. There's a brief delay before the Attacks connect with the enemy, which means that using these Attacks as part of a combo requires a bit of forethought. One effective strategy is to call for a Mage Fireball, wait a moment, and then follow the fireball in and immediately throw out a combo or Ballerina Smash. The same tactic works for the Warrior Lunge (→ ○). Set up the attack first, and then follow it in and take advantage of the hit state it leaves the opposing character in.

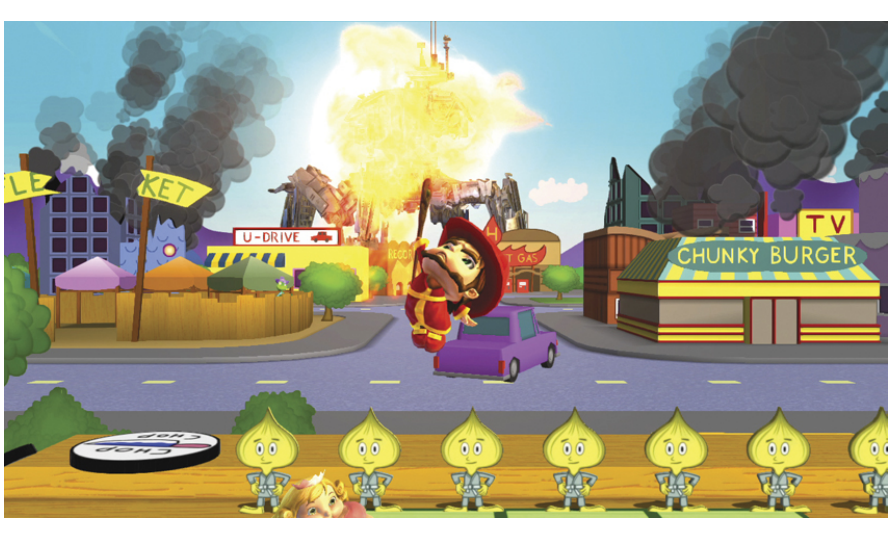
Fat Princess's ○ attacks are best thought of as strikers. She can activate these attacks without having to stop her movement or cease attacking. Since the ○ attacks are performed by her army, Fat Princess is free to move and attack, and she can even activate SUPER Attacks when her minions are attacking the enemy.

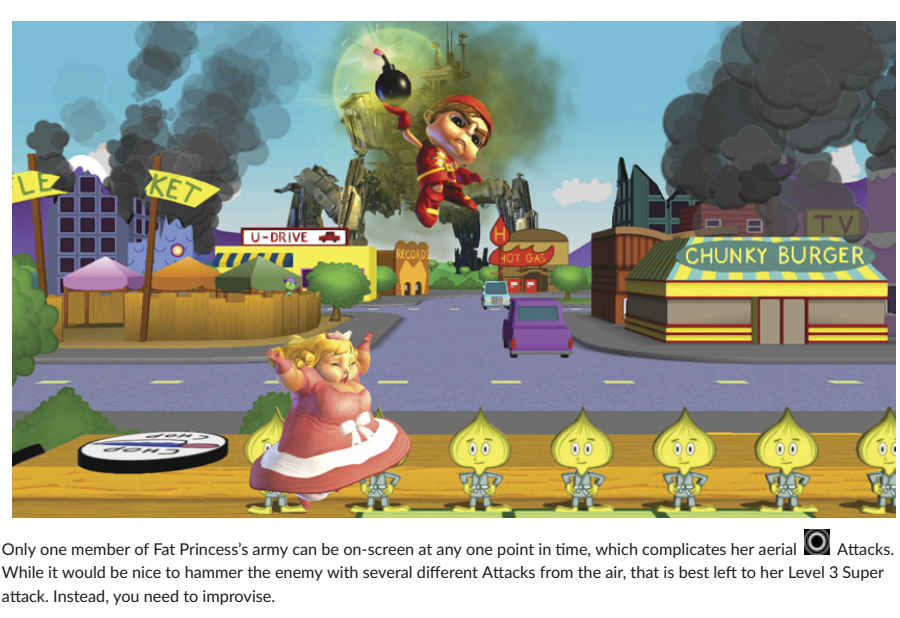
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Mage Fireball	Air ○	20	Mage hovers in place where summoned	Lift	—	Villagers do not affect Fat Princess's actions
2	Warrior Lunge	Air → ○	20	Dives down at 45-degree angle	Butt-drop	—	See above
3	Upward Mage Fireball	Air ↑ ○	20	Mage hovers in place where summoned	Lift	—	See above
4	Worker Bomb Drop	Air ↓ ○	20	Bomb has three-second timer	Full launch	—	See above





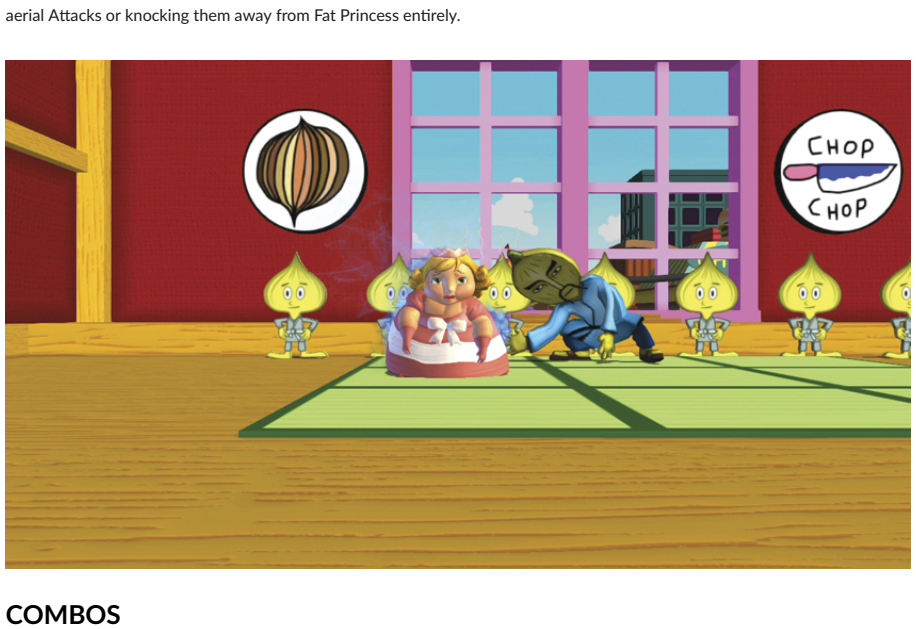




Only one member of Fat Princess's army can be on-screen at any one point in time, which complicates her aerial ○ Attacks. While it would be nice to hammer the enemy with several different Attacks from the air, that is best left to her Level 3 Super attack. Instead, you need to improvise.

The first step to properly utilizing her aerial ○ Attacks is fully understanding the properties of each move. Warrior Lunge (→ ○) comes out quickly, and the Warrior travels on a 45-degree angle toward the ground. Mage Fireball (○) and Upward Mage Fireball (↑ ○) take a moment to come out and travel in a horizontal and vertical line, respectively. Worker Bomb Drop (↓ ○) takes even longer to damage an adversary as a result of the bomb's three-second timer. Each attack is different and requires practice before it can be incorporated into your gameplan.

Mage Fireball and Upward Mage Fireball aren't the best moves to try to utilize in a combo, but Warrior Lunge can be a great move to use early in a combo. You simply have to prepare it beforehand, have Fat Princess rush in, and time her first strike so that it hits just before the Warrior does. Worker Bomb Drop functions similarly—leap over an enemy and drop a bomb, and then immediately turn and begin a ground combo. The bomb should explode during the combo, either opening the foe up to aerial Attacks or knocking them away from Fat Princess entirely.



COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: charge □ , □ , □ , ↑ △

65AP

Fat Princess's bread and butter combo begins with a charged Scepter Bash 1, followed by Scepter Bash 2, and ends with a Ballerina Smash. This combo is simple and rewards completion with a hefty amount of AP. It can be used in any situation where Fat Princess can find a split second to prepare the charged Scepter Bash 1, and once the Scepter Bash 1 hits, avoiding the rest of the combo is nearly impossible. As a nice bonus, connecting with the latter two-thirds of this combo on two or more characters fills your Super Meter most of the way toward Level 1. If you can corner three characters with this combo, you're basically guaranteed to fill your first Super Meter's first level. Use this at will, and take advantage of the breathing room that the eject tornado at the end provides.

II. charged □ , ↓ △ , → □ , ↑ △

75AP

The charged Scepter Bash 1 and Ballerina Smash are two of Fat Princess's most valuable moves. Scepter Bash 1 can be used as an opener to all sorts of combos, both grounded and grounded transitioning to aerial. Ballerina Smash is a great finisher, one that forces enemies to get closer to Fat Princess while she hammers them with Attacks. You can place almost anything between those two Attacks and enjoy a combo that results in a high AP gain.

III. → ○ , □ □ , ↑ △

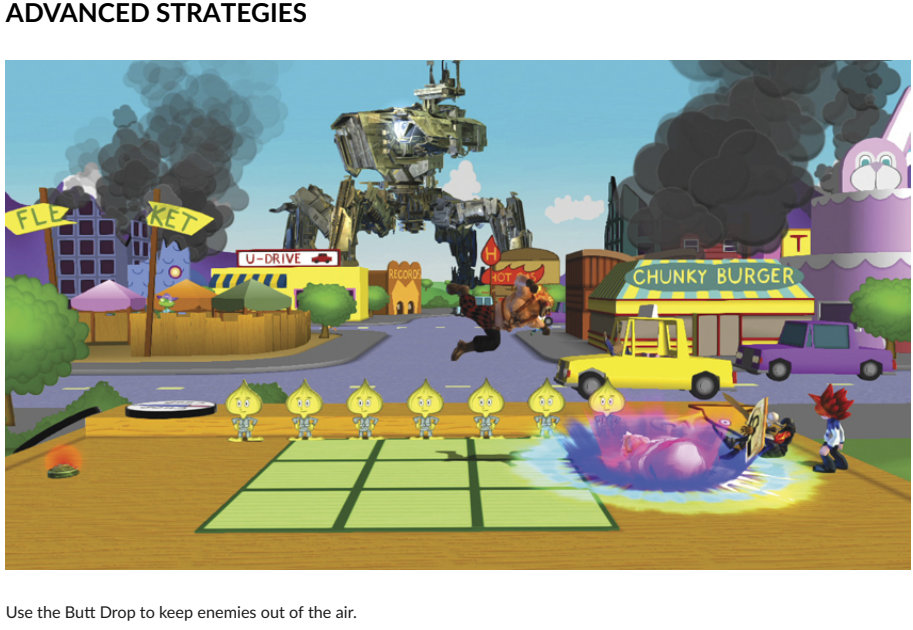
55AP

Working Fat Princess's ○ Attacks into her combos is harder than it is to incorporate her □ or △ Attacks, but it is far from impossible; it's all a matter of timing. In this combo, call the Warrior Lunge and then wait a brief moment before moving in with the Scepter Bash 2. Both Attacks should hit the enemy at the same time, setting the foe up for the finisher.

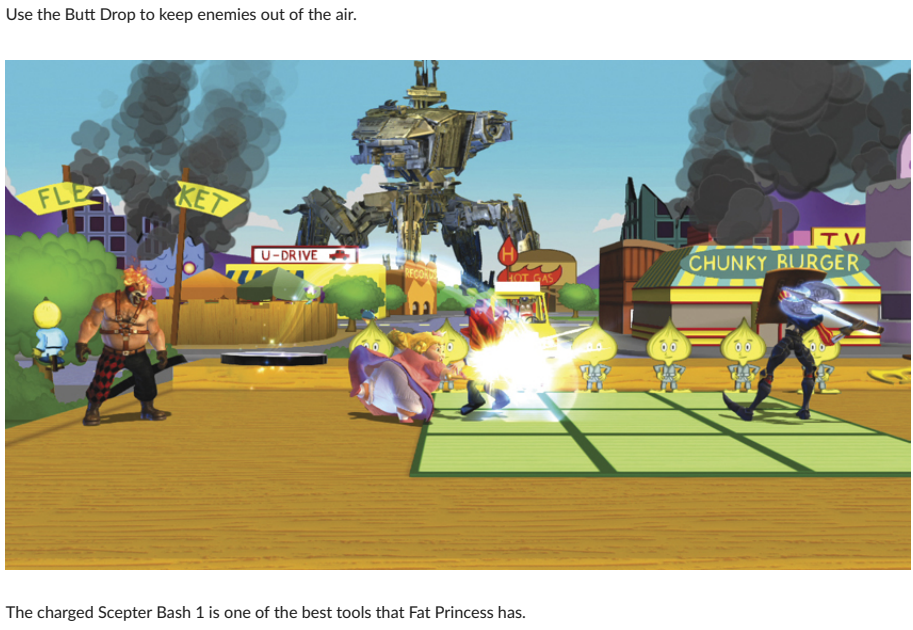
COMBO APPENDIX

Combo	+AP	Notes
↓ △ , → □ , ↑ △	55	This combo is fast, easy, and effective.
↑ □ , ✕ , → △	50	Once again, Fat Princess's combos are simple and rewarding.

ADVANCED STRATEGIES



Use the Butt Drop to keep enemies out of the air.



The charged Scepter Bash 1 is one of the best tools that Fat Princess has.

Fat Princess is a combo master. Most of her Attacks can be used in combos with ease, and that ease doubles when she's got an enemy cornered. With the use of Attacks like Worker Bomb Drop (↓ ○) or Upward Mage Fireball (↑ ○), Fat Princess can keep the opponent guessing and on the defensive.

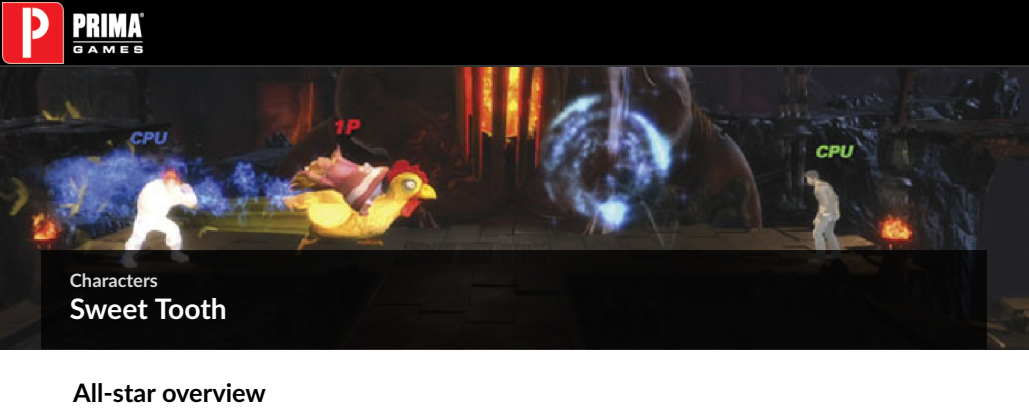
Speed and versatility: these are two of Fat Princess's greatest assets. She can quickly traverse a screen, thanks to two different Attacks that double as air dashes, and once she gets within close range, the sky's the limit. Her most reliable combo starter is the Scepter Bash 2 (□ , □), which sweeps enemies off their feet, but a charged Scepter Bash 1 (□) or Scepter Flash (↓ □) are almost as good.

Generally, Fat Princess combos should begin with a □ attack, continue on into △ and □ Attacks, and then end with either a downward smash in the air or another △ attack. You can mix it up, but for the most part, this is a safe and efficient way to rack up AP very quickly.

Her army is useful but difficult to implement in the middle of a combo. Using ○ Attacks just before a combo begins increases the chances of the hit connecting and adding to the combo. Another great way to utilize the ○ Attacks is to make it a point to use them to make an adversary keep their distance. Use the fireballs and bombs to close off avenues of attack, and then take advantage of your enemy's hesitation with a strong combo.

Fat Princess needs 150AP for a Level 1 Super attack, 400 for a Level 2, and 750 for Level 3. Those are steep, especially the Level 3, but the good news is that her Level 1 Super attack is more than good enough for the job. All it takes are two or three brief Combos to build up enough AP for a Level 1 Super attack, and then Fat Princess goes from "frighteningly effective" to simply "frightening." Her Level 1 Super attack is fast and excels at close range.

Repeat this cycle over and over. Build up AP quickly, and then bust out the Level 1 Super attack. Trap enemies in a corner, force several opponents into falling prey to a combo at the same time, and generally dominate the match by building and utilizing AP as quickly as possible. Fat Princess is a sprinter, not a marathon runner, so do not let your challengers take over the momentum of the match.



Characters

Sweet Tooth

All-star overview

Sweet Tooth is a hardcore melee player, a bruiser in the traditional mold. However, that doesn't mean that he's the best of the best at Combos. No, in fact, Sweet Tooth's greatest strength isn't his Combos at all. His greatest strength is his ability to dominate a match by way of fast ejections and launchers. He can set the pace, and thanks to some rapid AP gain, he can take the lead in a match and sustain it with ease.

WHAT'S THE BENEFIT OF USING SWEET TOOTH'S LEVEL 1 SUPER ATTACK?

- It comes out quickly and recovers fairly fast, protecting you from reprisals on whiff.
- The explosion can strike several enemies simultaneously, letting you rack up multiple kills.
- It is by far the fastest Super attack Sweet Tooth has, something that is vital for quickly gaining kills.

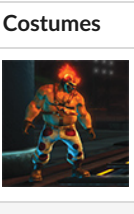
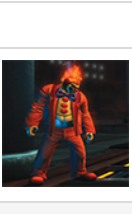
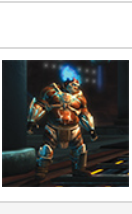
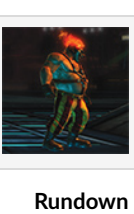
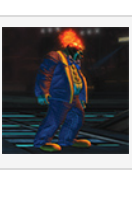
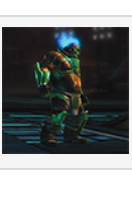
WHAT'S THE BEST WAY TO ACHIEVE AND UTILIZE SWEET TOOTH'S LEVEL 1 SUPER ATTACK?

- Sweet Tooth earns around 40AP to 55AP on average per brief combo, so once you perform two short Combos and the Super attack is ready to go.
- Use Roadkill Mine Drops to earn AP and launch your enemies, even if you aren't around to punish them.
- Death by Shotgun earns a good amount of AP for a single hit, and can quickly fill your Super meter.

Focus on controlling the space around Sweet Tooth. He doesn't excel at point-blank range, but if you can engage your foes from close or medium-close range, you should be in good shape. Keep a mine out at all times, as the AP gain is well worth the effort involved in laying the mine. Go heavy on the anti-AIR Attacks and try to catch several characters in them at once.

AT A GLANCE

Costumes

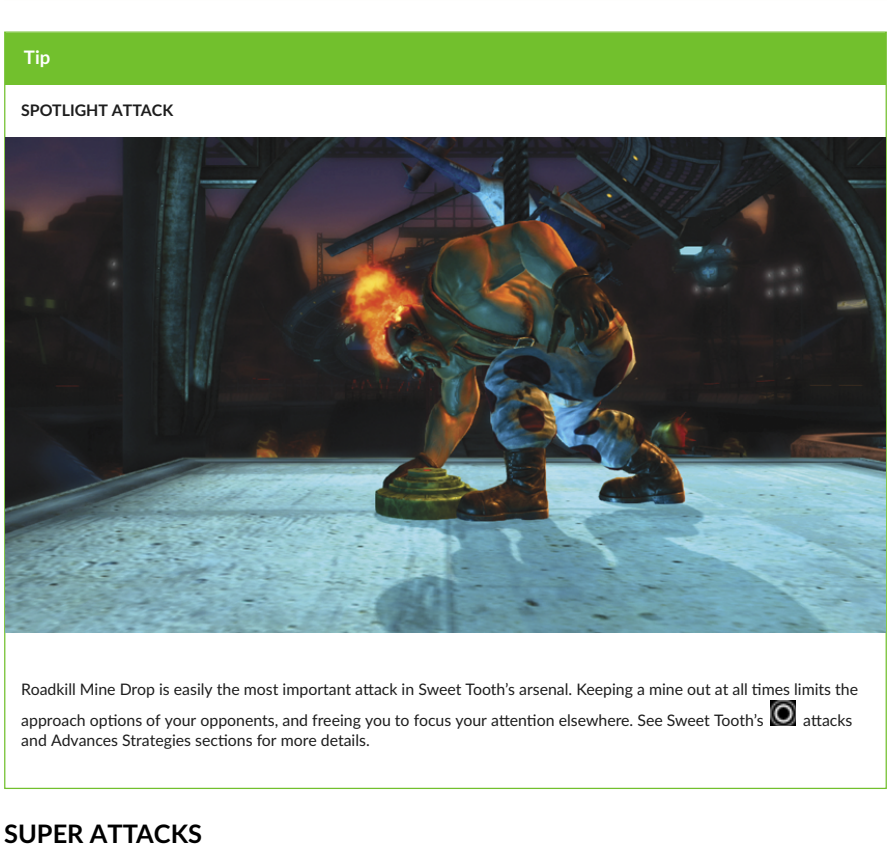
Rundown

- Name: Sweet Tooth (aka Marcus Kane)
- Series: Twisted Metal
- Character Archetype: Brutal Melee
- AP Meter Level 1/2/3 Values: 100/400/750
- Rival Character: Kratos
- Best Matchups: Cole
- Worst Matchups: Spike
- Best Level: Paris
- Worst Level: Dojo
- Priority Pickups: Leech Beam

Marcus Kane had it all—big house, beautiful family, great job serving ice cream to the neighborhood kids. Then something went wrong. Very wrong. When he donned the mask and became Sweet Tooth, there was no going back. Now he carves a path of destruction and desolation, whether in his legendary ice cream truck or on foot. Violence is what he craves, wherever it can be found, and whomever it can be inflicted upon.

Tip

SPOTLIGHT ATTACK

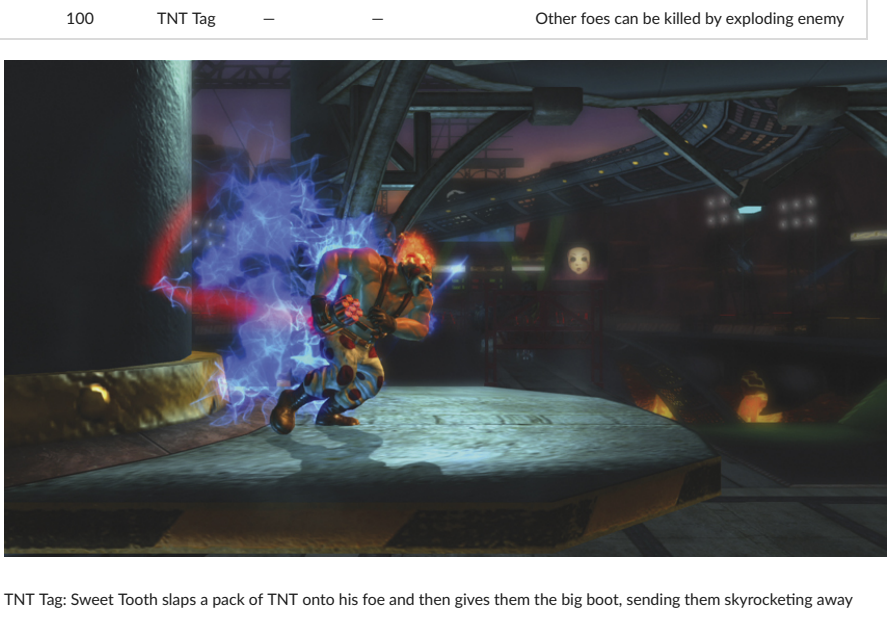


Roadkill Mine Drop is easily the most important attack in Sweet Tooth's arsenal. Keeping a mine out at all times limits the approach options of your opponents, and freeing you to focus your attention elsewhere. See Sweet Tooth's ○ attacks and Advances Strategies sections for more details.

SUPER ATTACKS

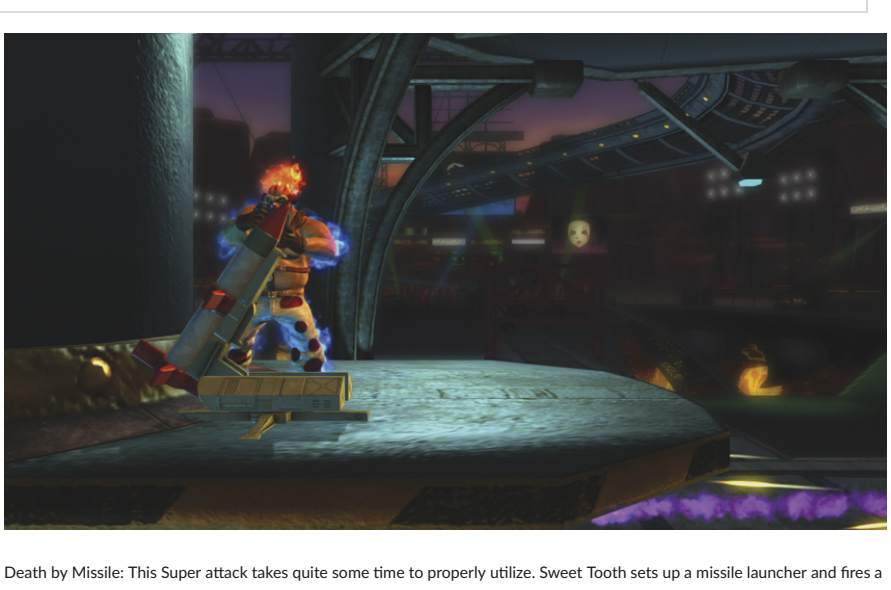
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	100	TNT Tag	—	—	Other foes can be killed by exploding enemy



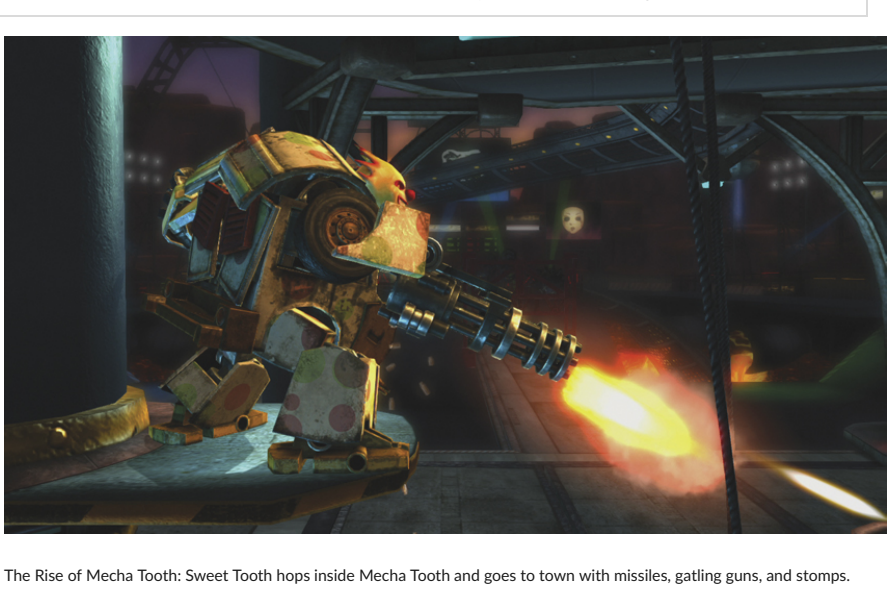
TNT Tag: Sweet Tooth slaps a pack of TNT onto his foe and then gives them the big boot, sending them skyrocketing away before they explode and are killed. This move can kill enemies that are caught in the explosion, and is pretty effective in close quarters. This is a reliable move in match play. Try to kick an enemy toward a nearby wall to maximize its effectiveness. The foe gets kicked pretty high into the air when there's no wall around, but is left much closer to the ground after a wallbounce. This way, you have a better chance of hitting your other foes.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Death by Missile	6 seconds	Left Stick: Control missile, any attack to detonate	Invincible until explosion



Death by Missile: This Super attack takes quite some time to properly utilize. Sweet Tooth sets up a missile launcher and fires a missile into the air at a steep angle. You must manually aim the missile at your target. The missile moves slowly, and while Sweet Tooth is invincible for the duration of this Super attack, it is going to be tough to earn multiple kills. Enemies will see the missile coming as soon as you activate the Super attack and make an effort to avoid the blast. To cancel the Super attack, press ✕ , ○ , △ , or □ .

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	The Rise of Mecha Tooth	17 seconds	□ : Sweet Mini-Gun, △ : Sweet Swarm, ○ : Sweet Slam	Press ↑ or ↓ to aim while firing gun, move & jump OK



The Rise of Mecha Tooth: Sweet Tooth hops inside Mecha Tooth and goes to town with missiles, gatling guns, and stomps. Mecha Tooth must be manually controlled. You can aim the gatling gun, while the missiles are good as an anti-air attack. Mecha Tooth is efficient at earning kills in certain situations, but has trouble against fast characters or in complex stages. Considering the AP required to activate the Super attack, you would be best off holding this move back for a desperation attack or employing another Super attack entirely.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Human BBQ	Right Stick ↑	15%	Unblockable; 30AP of super armor	Lift	—

Human BBQ: Sweet Tooth grabs the enemy, presses them over his head, and then covers them in a gout of flame. This move lifts the enemy, though Sweet Tooth's recovery period after successfully completing the throw is a bit too long to allow for solid follow-up Attacks.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Skull Breaker	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject roll	—

Skull Breaker: Sweet Tooth keeps it simple and slams an enemy with his fist, knocking the enemy away in an eject roll. This move is a good escape hatch for Sweet Tooth, as his recovery time is fast enough that he can begin moving or attacking once the throw ends, but before the eject roll finishes.

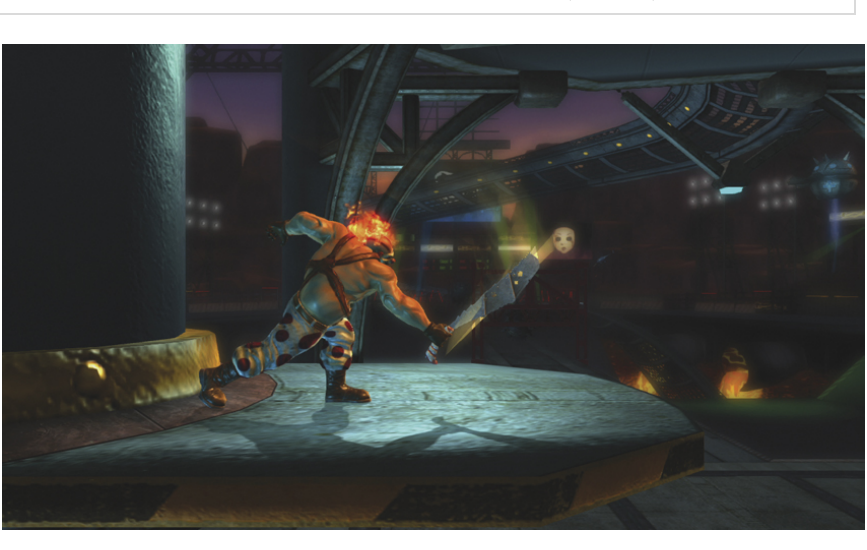
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Grave Digger	Right Stick ↓	15%	Unblockable; 30AP of super armor	Bounce	Combo starter

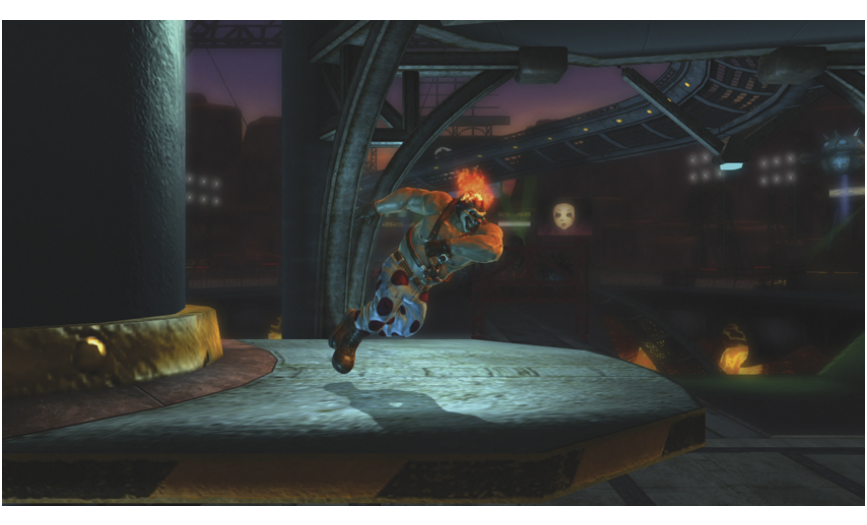
Grave Digger: This is Sweet Tooth's throw-based combo starter. The enemy bounces after a heavy body slam, and Sweet Tooth can easily follow-up with a fast combo or ejection at will. This is his best throw, and the one you should structure your gameplan around.

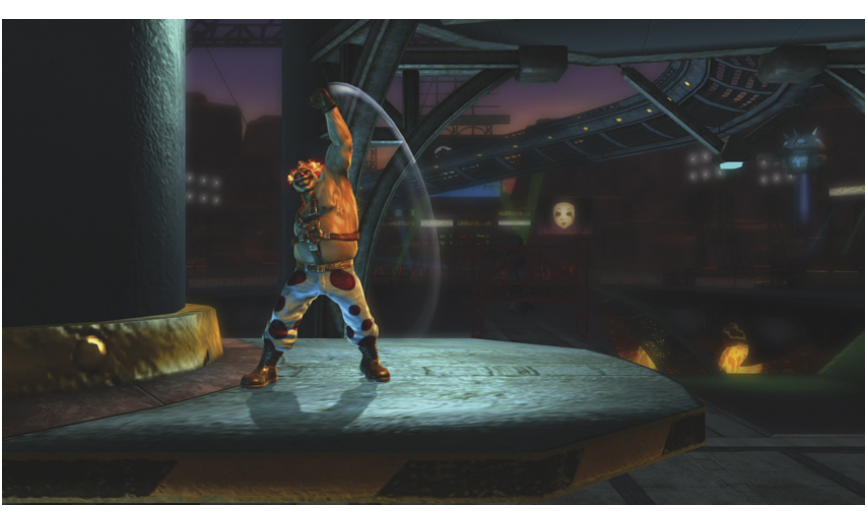
□ : SQUARE ATTACKS

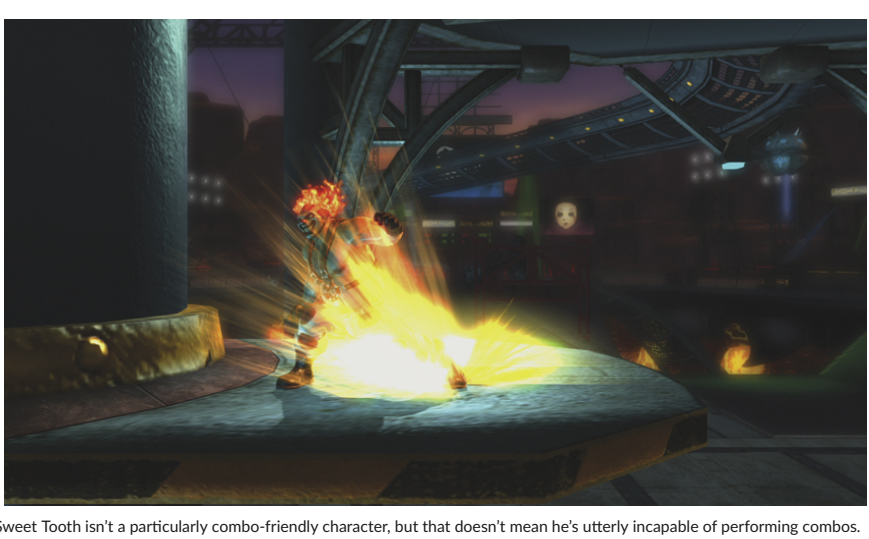
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Machete Massacre	□	5	—	—	—	—
-	Machete Massacre 2	□ , □	30	—	Eject roll; eject tornado (aerial foe)	—	—
2	Brutal Shoulder Crush	→ □	30	Dash forward	Eject spiral (short)	—	—
3	Jaw Breaker	↑ □	2–20	—	Lift	—	—
4	Shin Breaker	↓ □	10/20	Creates small burst effect that can catch foes for 10AP	Crumple; sweep (burst effect)	—	—









Sweet Tooth isn't a particularly combo-friendly character, but that doesn't mean he's utterly incapable of performing combos. Jaw Breaker (↑ □) is an effective move that lifts enemies on impact, leaving them free to be hit by another special move or juggled. It comes out quickly and hits several times for a total of 20AP upon completion. This makes it a great starter for a short juggle, and landing this attack five times alone fills Sweet Tooth's Level 1 Super meter. If combine Jaw Breaker with other Attacks or a combo, you can decrease that number drastically.

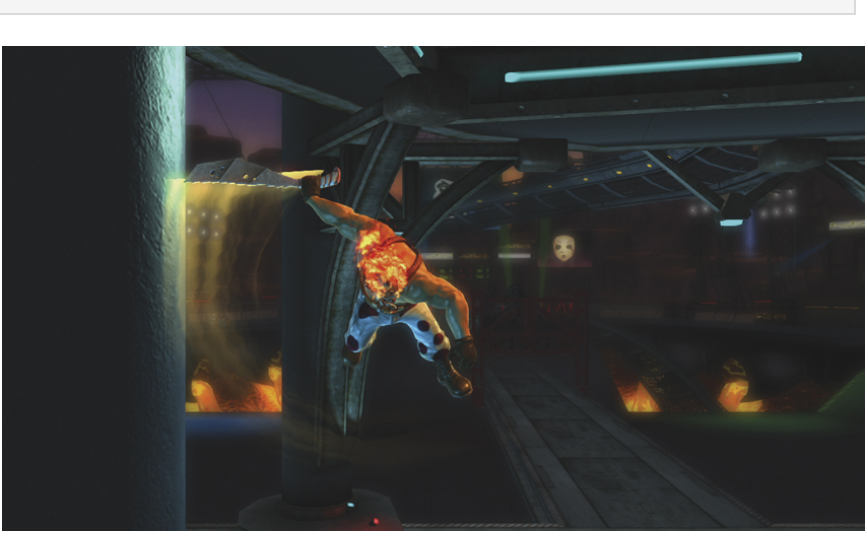
Shin Breaker (↓ □) is another move that gives Sweet Tooth room to follow-up with another attack. A full Shin Breaker hit crumples affected enemies for 20AP, while nearby enemies that are struck by the Shin Breaker's small burst are swept for 10AP. This is a move that creates openings, despite its somewhat slow start-up period.

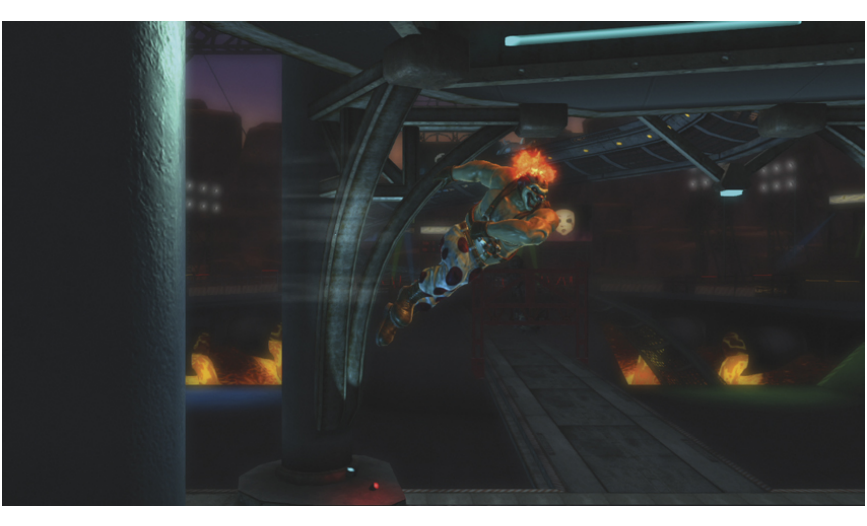
Use Sweet Tooth's Brutal Shoulder Crush (→ □) to maintain your personal space. This fast-acting move makes enemies eject spiral for a short distance. This move is excellent at interrupting an enemy's offensive press, and vital for keeping Sweet Tooth away from combo-heavy characters. Blocking an incoming enemy's attack and retaliating with Brutal Shoulder Crush is a good tactic to keep in mind.

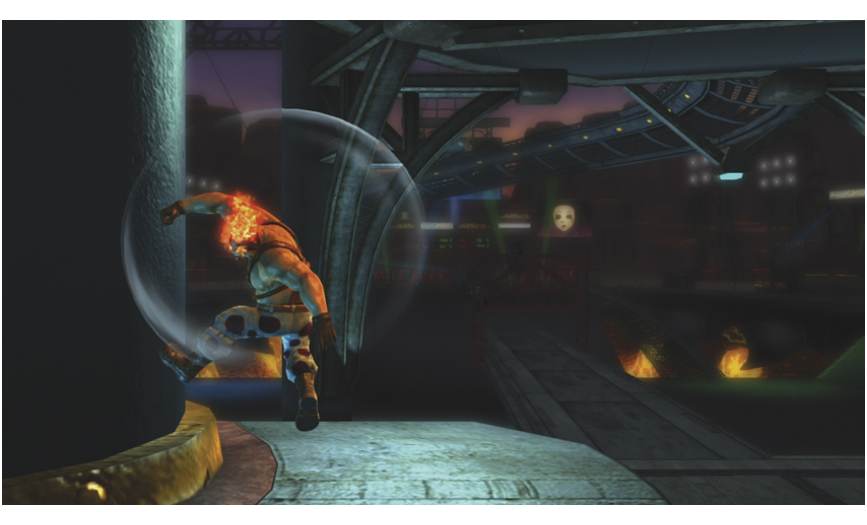
Machete Massacre (□) and Machete Massacre 2 (□ , □) are Sweet Tooth's basic □ Attacks. Enemies eject roll away after being struck, so you can use this move with impunity.

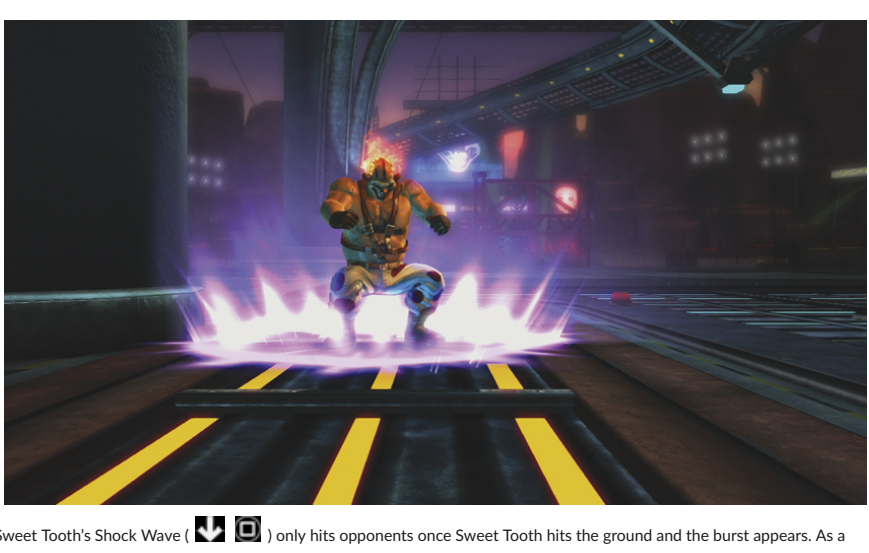
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Machete Slash	Air □	20	—	KD; kneel (grounded foe)	—	—
2	Aerial Shoulder Crush	Air → □	20	Dash forward	Lift	—	—
3	Aerial Jaw Breaker	Air ↑ □	20	Forces directional change if done close to ground.	Lift	—	Long recovery
4	Shock Wave	Air ↓ □	20	Active until grounded; passes through aerial foes	Full launch	—	Attack area extends to shockwave









Sweet Tooth's Shock Wave (↓ □) only hits opponents once Sweet Tooth hits the ground and the burst appears. As a result, this move is less than ideal for trying to attack an airborne enemy, but great for jumping in on a group of opponents who are otherwise occupied. Be careful when using this move, and try to make sure that you're alone in mid-air when you activate it.

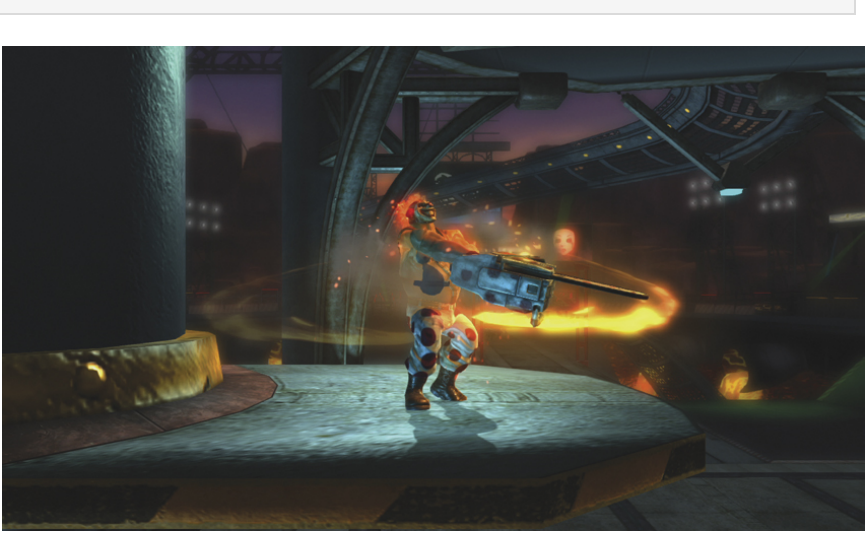
Aerial Shoulder Crush (→ □) is the move to use when you have a pesky foe who likes to perform aerial Combos. Sweet Tooth rushes forward a short distance when using this move, allowing you to reach characters that would otherwise be out of range. Aerial Jaw Breaker (↑ □) is another solid aerial move that lifts your enemies higher after they're hit. Sweet Tooth is a little too slow to pull off a follow-up attack after these moves, but this is another move that gives you plenty of room to set-up your next attack.

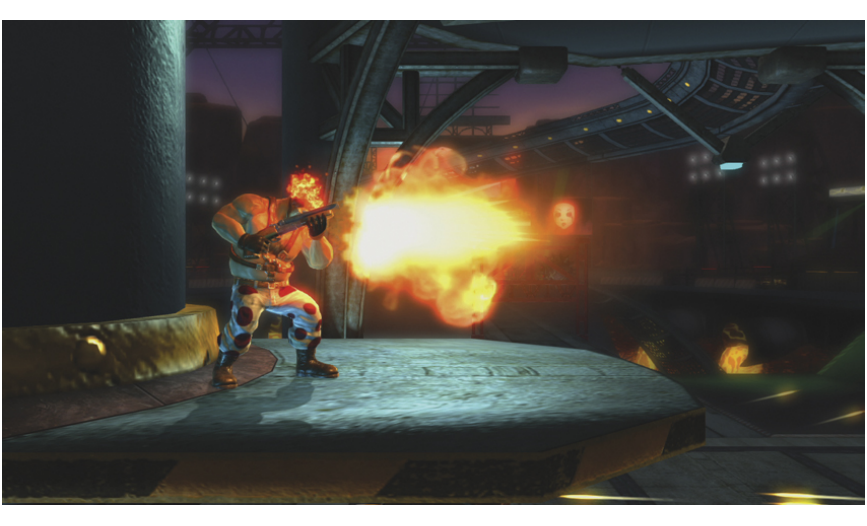
Aerial Machete Slash (□) is the perfect combo ender. It forces enemies into a knockdown state, has decent range, and comes out incredibly quickly. This is a good counter to an enemy attempting to jump up to your position, and can even make grounded enemies kneel. This move is versatile enough that you should attempt to use it whenever you can. Sweet Tooth needs space to work, and this special attack is great at creating that space.

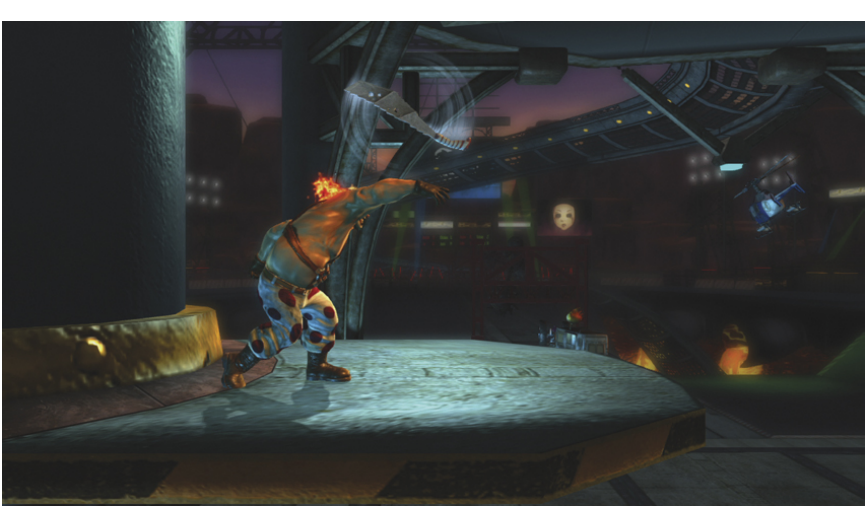
△ : TRIANGLE ATTACKS

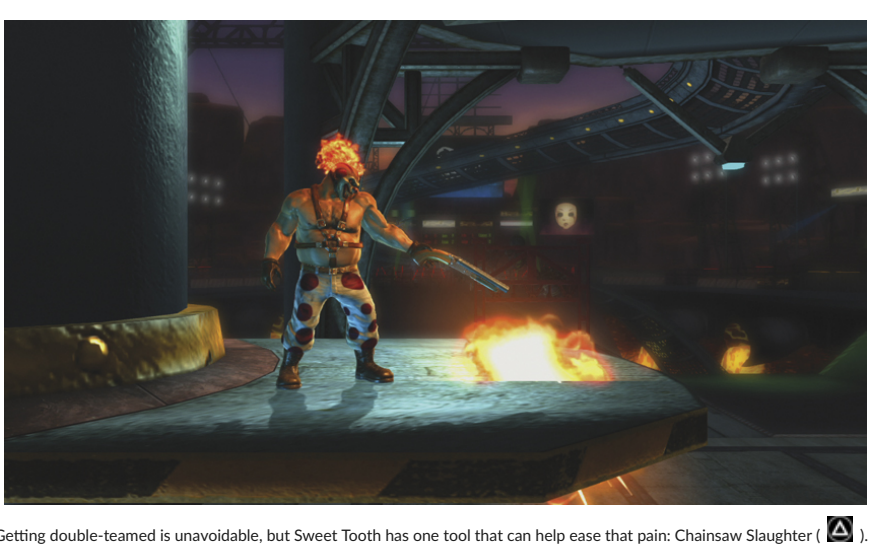
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Chainsaw Slaughter	△	2–10	Hits on either side	Eject tornado (final hit, enemy in front)	—	—
2	Death by Shotgun	→ △	30	Short range	Eject tornado	→ △	Repeatable
3	Spinning Machete	↑ △	10	—	—	—	—
4	Blown Ankle	↓ △	20	—	KD	↓ △	Repeatable









Getting double-teamed is unavoidable, but Sweet Tooth has one tool that can help ease that pain: Chainsaw Slaughter (△). This lengthy move involves Sweet Tooth spinning in place while swinging his chainsaw around him. It hits enemies in front of and behind you simultaneously, and is a great way to stake a claim to a patch of real estate. The enemy in front of Sweet Tooth is forced to eject spiral away upon completion of the rule, which should leave only the rear foe for Sweet Tooth to deal with.

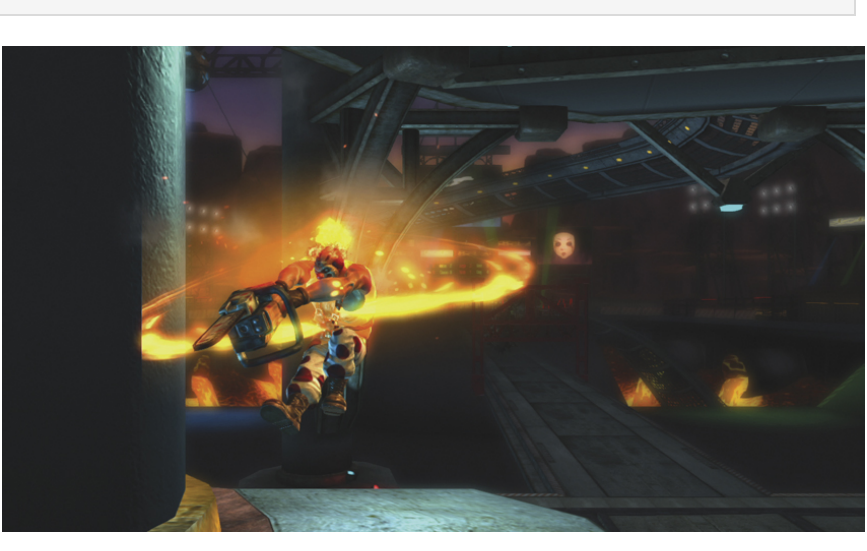
Death By Shotgun (→ △) earns a fair amount of AP—30AP, in fact—and makes enemies eject tornado after they're hit. This move is a key part of Sweet Tooth's offense, and it also lets him maintain his distance from unwanted foes. Use Death by Shotgun for crowd control, so that you don't end up fighting against too many characters at once.

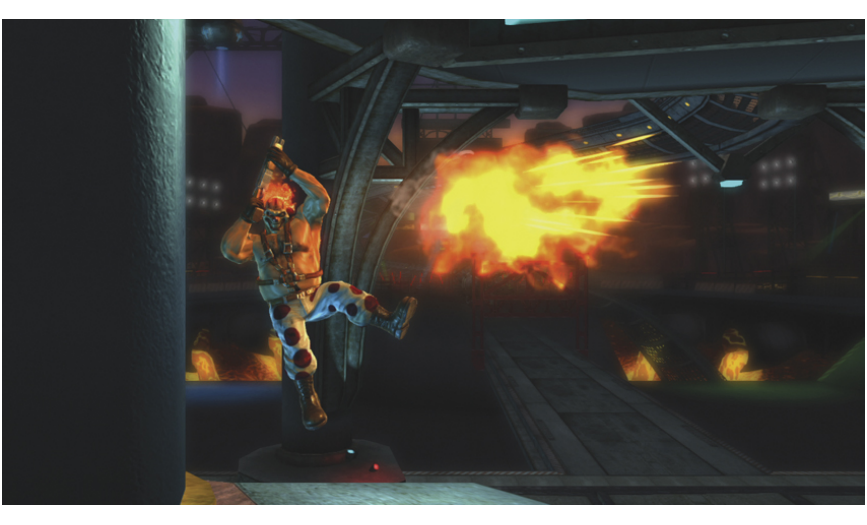
Blown Ankle (↓ △) is another good crowd control move. This one earns 20AP and results in a knockdown, but it's good for sapping an aggressive opponent's momentum, giving you a chance to turn the tables and take control of the match. It only works within close range, however, so tread carefully. If you're in doubt, use Death by Shotgun.

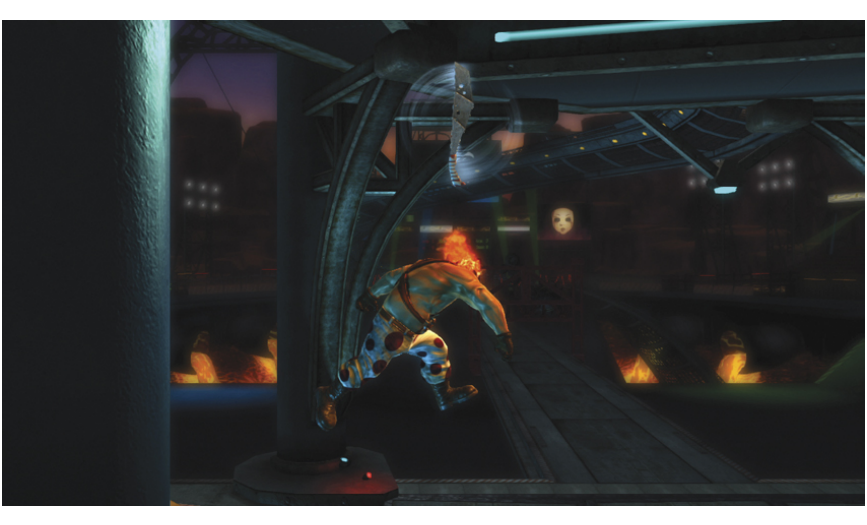
Spinning Machete (↑ △) is an anti-air maneuver that travels in a short arc after the wind-up period. It comes out a little slowly to be a super-effective anti-air, but if you're skilled at predicting when an enemy is going to jump in, you can easily counter them with a Spinning Machete.

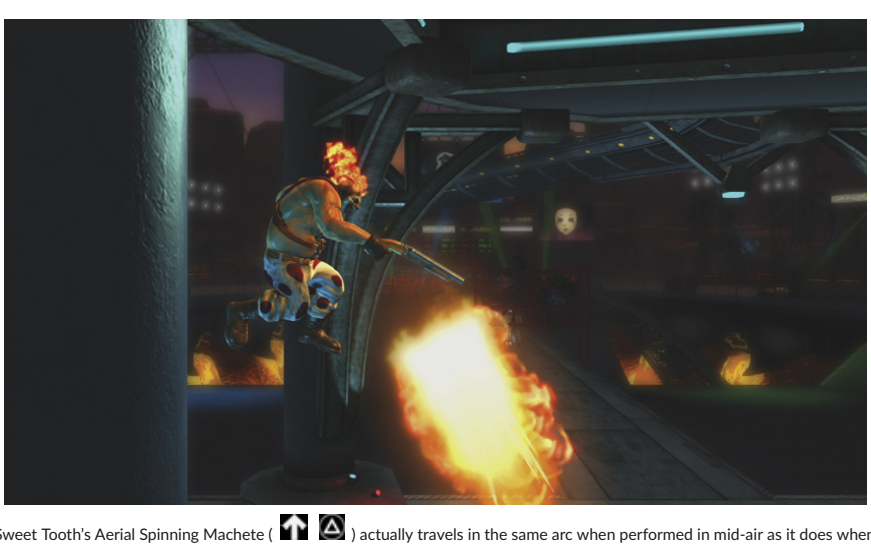
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Chainsaw Slaughter	Air △	5, 5, 15	5AP per hit if enemy is behind Sweet Tooth	Eject tornado (final hit)	—	Attack continues if grounded before completion
2	Aerial Death by Shotgun	Air → △	30	—	Eject tornado	→ △	Repeatable
3	Aerial Spinning Machete	Air ↑ △	10	—	—	—	—
4	Aerial Blown Ankle	Air ↓ △	20	—	KD	—	—









Sweet Tooth's Aerial Spinning Machete (↑ △) actually travels in the same arc when performed in mid-air as it does when you perform a grounded Spinning Machete. You can't rain down Spinning Machetes from afar, but you can use the extra height to throw your enemies off. Time it so that an Aerial Spinning Machete hits them around the same time Sweet Tooth lands on the ground for maximum effectiveness. If you're fighting someone with a habit of running toward you before jumping in to attack, throw an Aerial Spinning Machete before they jump to ward them off.

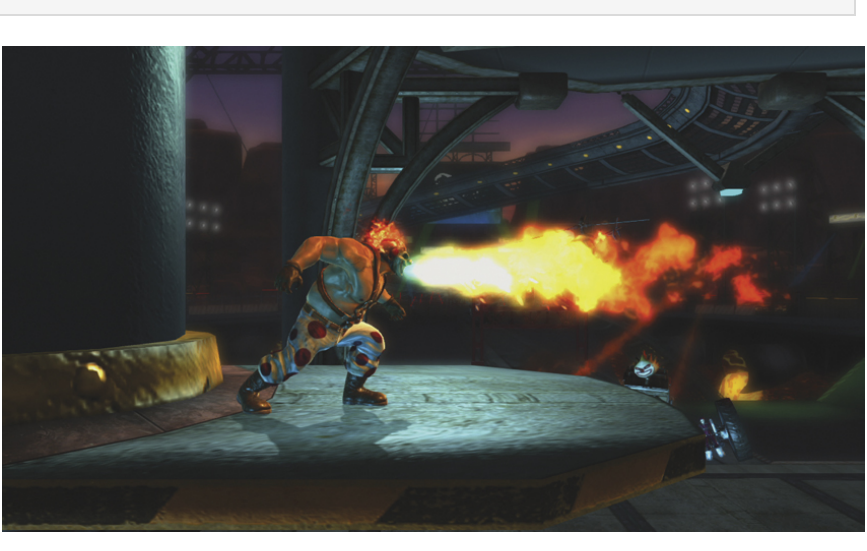
Aerial Death by Shotgun (→ △) and Aerial Blown Ankle (↓ △) remain enormously useful moves in the air. Like Brutal Shoulder Crush (→ △) and Aerial Shoulder Crush (→ △), Aerial Death by Shotgun and Aerial Blown Ankle are good for pushing enemies away from Sweet Tooth or ending combos. Aerial Blown Ankle is particularly fantastic at stopping grounded enemies from jumping at you while you're airborne, and Aerial Death by Shotgun is good for stopping an enemy's air combo before it starts. Use the shotgun Attacks whenever you feel pressured or trapped. All you need to is connect with either attack once to stop an enemy cold, and then you're free to retreat or attack.

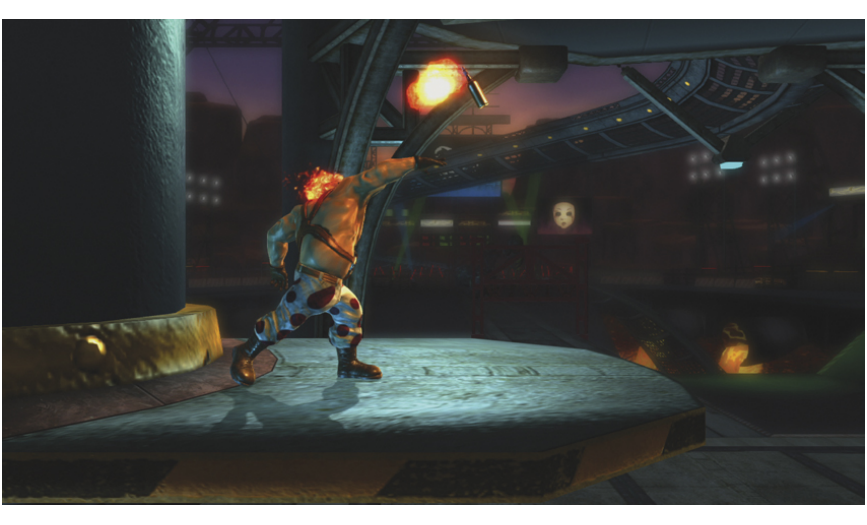
Aerial Chainsaw Slaughter (△) is another good move to use when someone's in your face. This move keeps enemies close to Sweet Tooth, earning 25AP while Sweet Tooth spins, before pushing them into an eject tornado. It comes out quickly, can hit enemies on either side of Sweet Tooth, and should definitely be a go-to move when you're in a pinch.

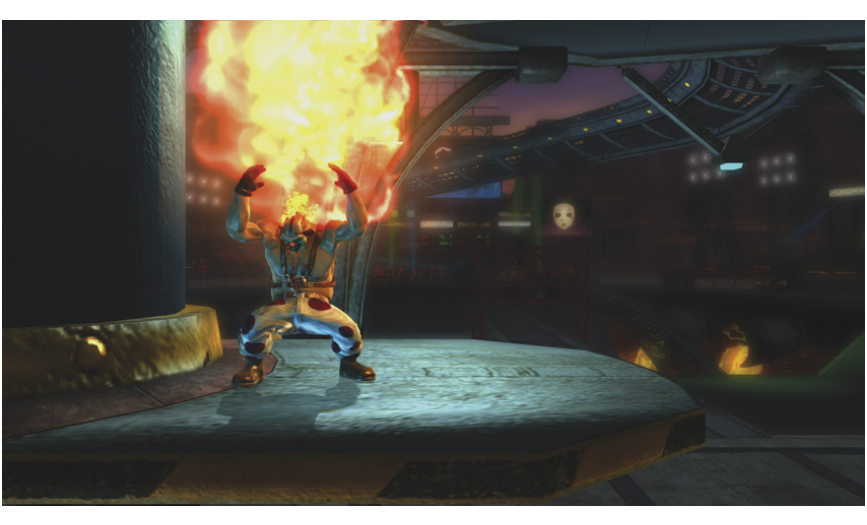
○ : CIRCLE ATTACKS

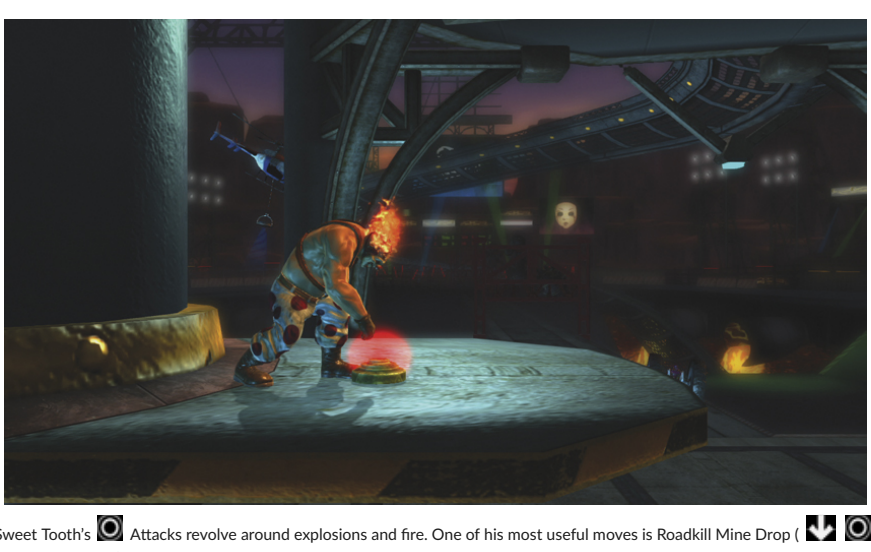
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hellfire Breath	○	2–22	Hold A for longer duration; press C or V to direct stream	—	—	Pushes foes away from Sweet Tooth
2	Fiery Molotov	→ ○	5	Creates pool of fire active 3 seconds, earning 10AP per second	Fire: twitch	→ ○ , ↑ ○ , ↓ ○	Hold ○ to throw farther; fast recovery
3	Death by Fire	↑ ○	20	—	Full launch	↑ ○	Can be repeated
4	Roadkill Mine Drop	↓ ○	20	Creates mine in front of Sweet Tooth	Full launch	↓ ○	Mine explodes on impact, only 1 in play at a time









Sweet Tooth's ○ Attacks revolve around explosions and fire. One of his most useful moves is Roadkill Mine Drop (↓ ○). No matter what's going on, it is always worth having a mine out, just in case. Whenever an enemy hits a mine, they are launched into he air and you earn 20AP. Even if you aren't around to take advantage of the launch, it's still worth it thanks to the AP gain.

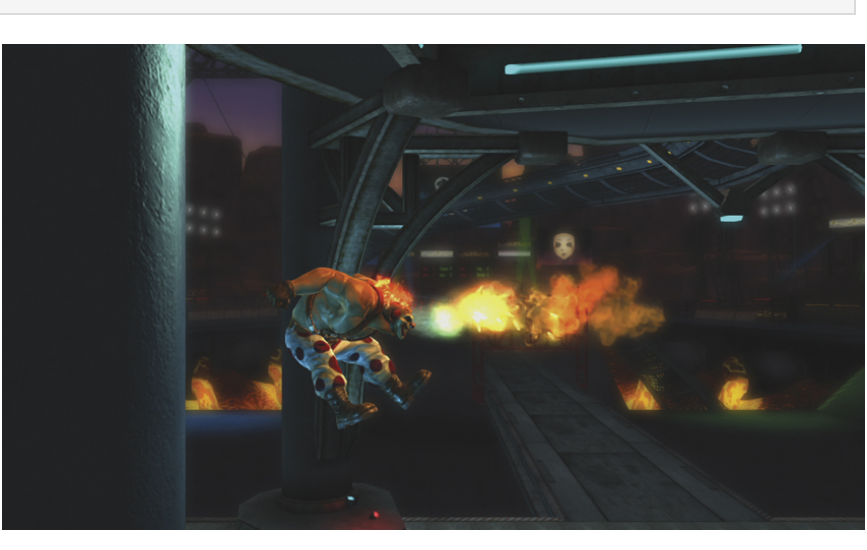
Fiery Molotov (↑ ○) is Sweet Tooth's other main trap. This thrown explosive creates a flame that is active for three full seconds if it misses an enemy. If it hits an enemy dead-on, then the explosive immediately detonates instead of forming a trap. Use the Fiery Molotovs in an offensive manner to maximize their effectiveness. Try to either pitch them into groups of enemies or drop them near heavy traffic areas to force enemies to contend with the flames. Charge → ○ to throw the Fiery Molotovs farther.

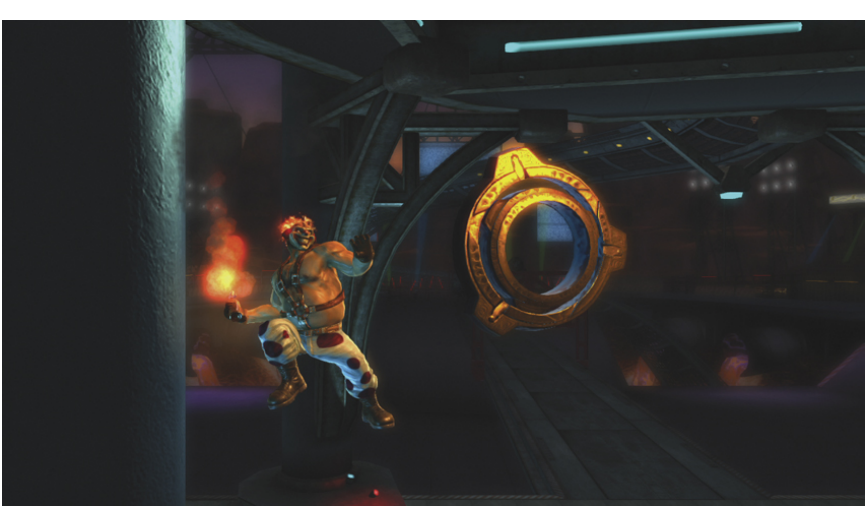
Hellfire Breath (○) is a good move to force your enemies away from you without ejecting them. Sometimes you need to push a foe into position so that you can perform a solid combo or lay a trap, and Hellfire Breath is the best move for that. While it is most effective on enemies that are not blocking, enemies that block this attack are forced back a short distance regardless. Beware of the recovery period, however, and make sure to use Hellfire Breath when you know you'll be safe.

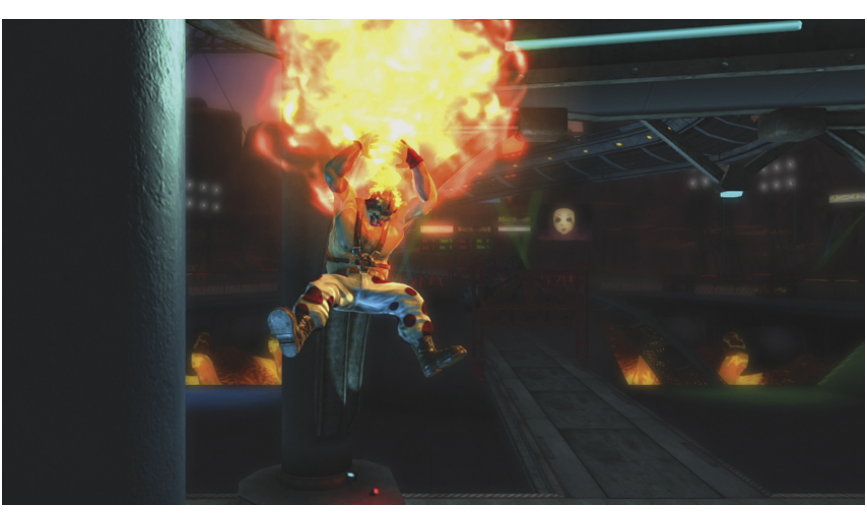
Use Death by Fire (↑ ○) to launch your enemies and utterly demolish slow-moving aerial Attacks. Sweet Tooth claps his hands near his head and sends a tremendous blast of flame skyward. This move can hit grounded enemies or ones that are airborne with ease.

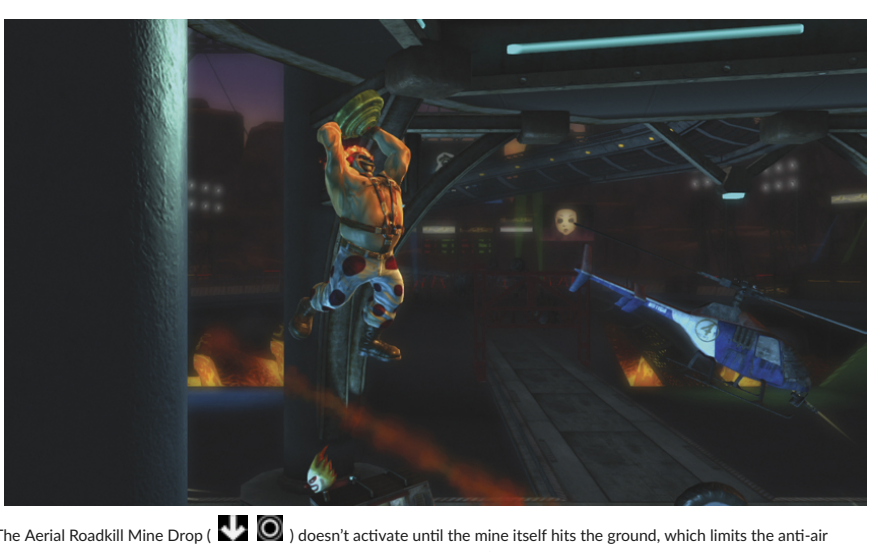
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hellfire Breath	Air ○	3–12	—	—	—	Pushes foes away from Sweet Tooth
2	Fiery Molotov	Air → ○	5	Creates pool of fire active 3 seconds, generating 10AP per second	Fire: twitch	—	Hold (○) to throw farther; descent slowed while holding ○
3	Aerial Death by Fire	Air ↑ ○	20	—	Full launch	—	—
4	Aerial Roadkill Mine Drop	Air ↓ ○	20	Mine active when grounded	Full launch	—	Halts forward momentum







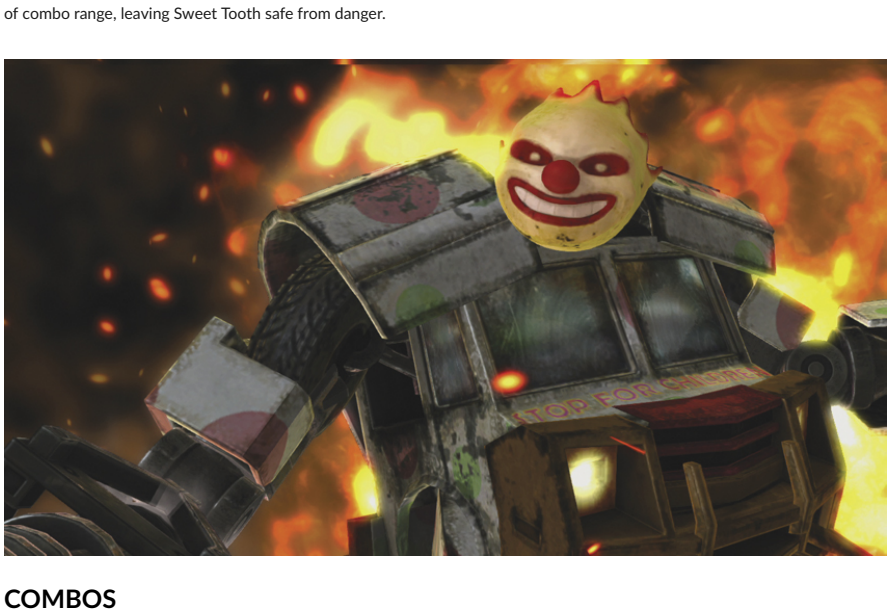


The Aerial Roadkill Mine Drop (↓ ○) doesn't activate until the mine itself hits the ground, which limits the anti-air capabilities of the attack. However, since mines are one of Sweet Tooth's best assets, you should be willing and ready to perform Aerial Roadkill Mine Drop in mid-air as soon as your prior mine explodes. Someone is going to trip over a mine eventually, so keep trying until someone falls for it. Only one mine can be out at any one point in time, so dropping a new mine removes the previous mine from the level.

Aerial Death by Fire (↑ ○) is a great move to use after a launcher or when you need to take down a double jumping enemy. The wind-up is more obvious when performing Aerial Death By Fire, since Sweet Tooth is in mid-air when beginning the move, but the move still comes out quickly enough to be very efficient in match play.

Sweet Tooth can really get some distance on his Fiery Molotovs (→ ○) when he fires them in mid-air. Charge the attack to gain a little extra distance. If you can locate a platform above a heavy traffic area on the level, you can rain down Fiery Molotovs until one of your targets wises up and moves in to attack you. Use Fiery Molotovs as a source of AP when you aren't currently earning big AP with a combo.

Finally, Hellfire Breath (○) isn't quite as effective in mid-air as it is on the ground, but it is still a great attack to whip out when an enemy is jumping at you. Tapping ○ gives you a burst of flame, which should be enough to push your opponent out of combo range, leaving Sweet Tooth safe from danger.



COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↓ □ , □ , □

55AP

Sweet Tooth isn't great at extended Combos, so focus your efforts on earning a decent amount of AP via brief Combos with ejection finishes. This combo begins with a Shin Breaker (↓ □) that leaves your opponent crumpled, making it easy to follow-up with a Machete Massacre 2 (□ , □). This is Sweet Tooth's longest basic attack, and a fine combo finisher.

II. Against cornered foe: → △ , land, ← △

40AP

Generally, Attacks used in concert with ← or → are the same attack, though aimed to the left or right, depending on your character's position. The same is true of the Brutal Shoulder Crushes (→ △) that make up this brief combo, but there are extenuating circumstances here. The goal is to make your enemy bounce off the wall after the first tackle, and then to immediately respond with a second tackle. The timing is tricky, but it is much easier to perform this combo if you think of it as being → △ , ↓ △ than → △ , → △ , since there is a direction switch between the two moves.

III. Against jumping foe: ↓ ○ (air), ↑ ○ (air)

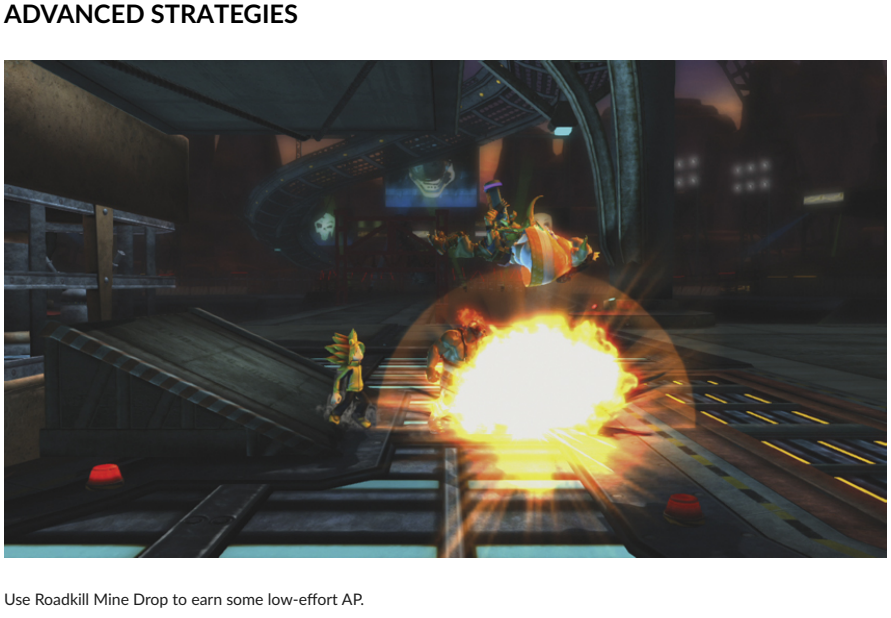
40AP

This combo needs a fine touch. When facing down a jumping enemy, perform an Aerial Roadkill Mine Drop (↓ ○) while above them. The mine falls to the ground before the enemy does, and when they hit it, they're launched into the air. As soon as you touch the ground, however, you need to jump and immediately input ↑ ○ to catch the enemy with an Aerial Death by Fire and complete the combo.

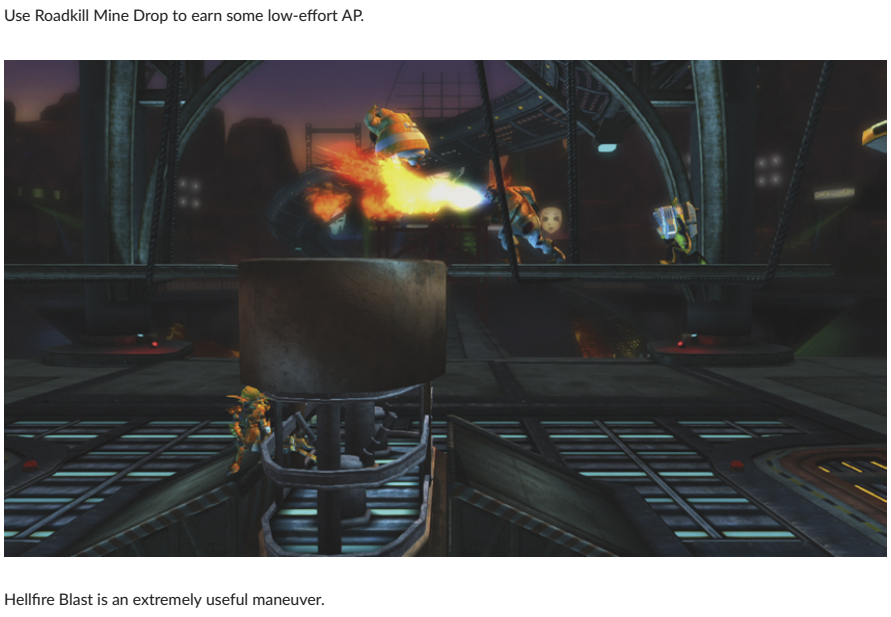
COMBO APPENDIX

Combo	+AP	Notes
↑ ○ , ↑ ○	40	This combo needs a pause between the two inputs to allow the enemy to fall into range and a corner to work properly.
↑ □ , □ , □	55	This variation on Combo I is just as effective.

ADVANCED STRATEGIES



Use Roadkill Mine Drop to earn some low-effort AP.



Hellfire Blast is an extremely useful maneuver.

If you're interested in playing as Sweet Tooth, you shouldn't expect to nail very many long combos or earn 100AP with each attack. Sweet Tooth, like his ice cream truck, is a little slow, but very powerful. He can knock enemies far away or push them into position. He has a couple of vicious anti-AIR Attacks and launchers, as well. Your goal with Sweet Tooth is to earn 100AP as soon as possible so that you can perform his Level 1 Super attack and begin earning kills.

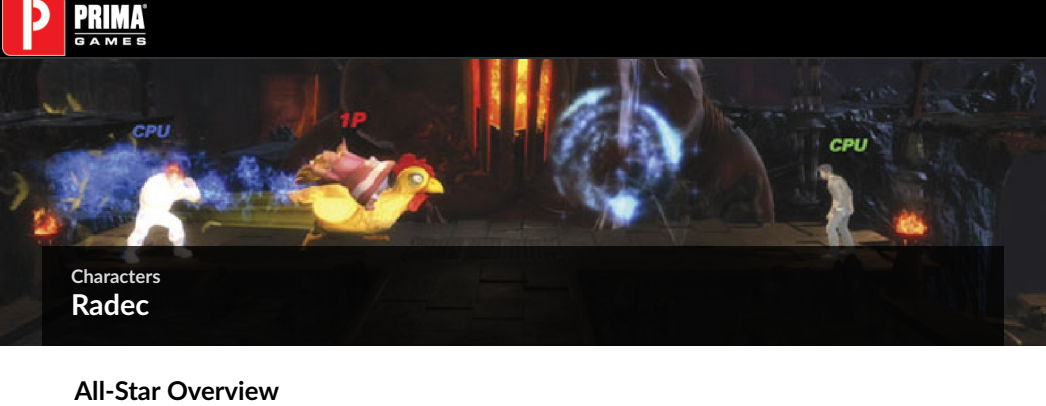
Be content with earning around 40AP to 55AP per combo. Sweet Tooth has trouble countering the more combo-heavy characters, especially if they're playing very aggressively. His best anti-air, Hellfire Blast (↑ ○) takes a moment to come out, so depend on his Death by Shotgun (→ ○) to force an enemy to break off their attack as soon as you see an opening in your enemy's offense Sweet Tooth has solid THROWS, as well, so make use of them.

Keep a small amount of space between you and your foe. Sweet Tooth's best zone is at close, but not point-blank, range. You want to be close enough to be able to hit your foes with Death by Shotgun or Chainsaw Slaughter (△), but not so close that they can easily throw you.

Force enemies into a zone of your choosing with Sweet Tooth's semi-ranged Attacks, like Hellfire Breath (○). Once you have them at a slight distance, go wild with Chainsaw Slaughter or Brutal Shoulder Crush (→ ○) before they have a chance to move in again.

Bait your enemies into getting close. Push them to where you need them to be. Use an attack that ends in an eject or sets up a brief combo. Repeating that pattern until you find success is a good way to stay safe and ensure that you maintain your lead.

Raodkill Mine Drop (↓ ○) is your new best friend. No matter what is going on in the match, Sweet Tooth should always have an active mine somewhere in the level. You can force an enemy into it, launching them into the air, or you can simply wait until someone misjudges a jump and lands on it. Drop mines from the air, at your enemy's feet, or wherever you think it'll do the most good. Throw a new mine as soon as the old one goes away, even if you're in the middle of battling someone. It's a valuable move, in terms of both AP gain and zoning tactics. Mines can protect you from ambushing enemies or give you a quick burst of effective offense in a pinch.



Characters

Radec

All-Star Overview

Radec isn't the most combo-friendly character in the game, but he excels at trapping characters, performing attacks that earn a medium amount of AP, and then either trapping opponents again for more AP gain or sending them off in an eject tornado to regroup. Radec needs 325AP to activate his StA5X Arc Cannon, and the best way to get that amount is to trap Radec's enemies and make them afraid to approach him.

WHY SHOULD RADEC KEEP HIS DISTANCE AND USE TRAPS TO IMMOBILIZE ENEMIES BEFORE ATTACKING?

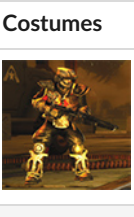
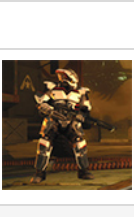
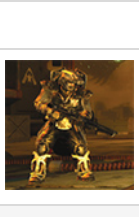
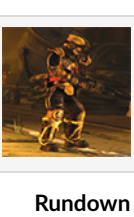
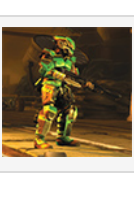
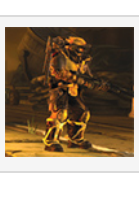
- Several of Radec's most effective moves have a lengthy start-up time.
- It's easy to catch multiple adversaries with an explosion, multiplying your AP gain.
- Radec's Level 1 Super attack has a long start-up period and must be aimed after activation. This makes it remarkably tough to use in heated combat.

IN ORDER TO QUICKLY, EFFICIENTLY, AND SAFELY EARN AP, TRAP AND PLAY MIND GAMES ON YOUR ENEMIES.

- Make your foes fear you by ejecting them every time they get close to Radec without your permission.
- Use traps to force your enemies to approach Radec the way you want them to, rather than how they want to.
- Traps immobilize opponents, giving you a chance to earn AP without fear of reprisal.

With this approach, Radec can dominate a stage. He has many attacks that can strike or eject several characters at once, which means that he can control a match with ease and decide exactly who has access to him and when they can approach him. Radec is a general and a leader of men—play him like one.

AT A GLANCE

Costumes		
		
		

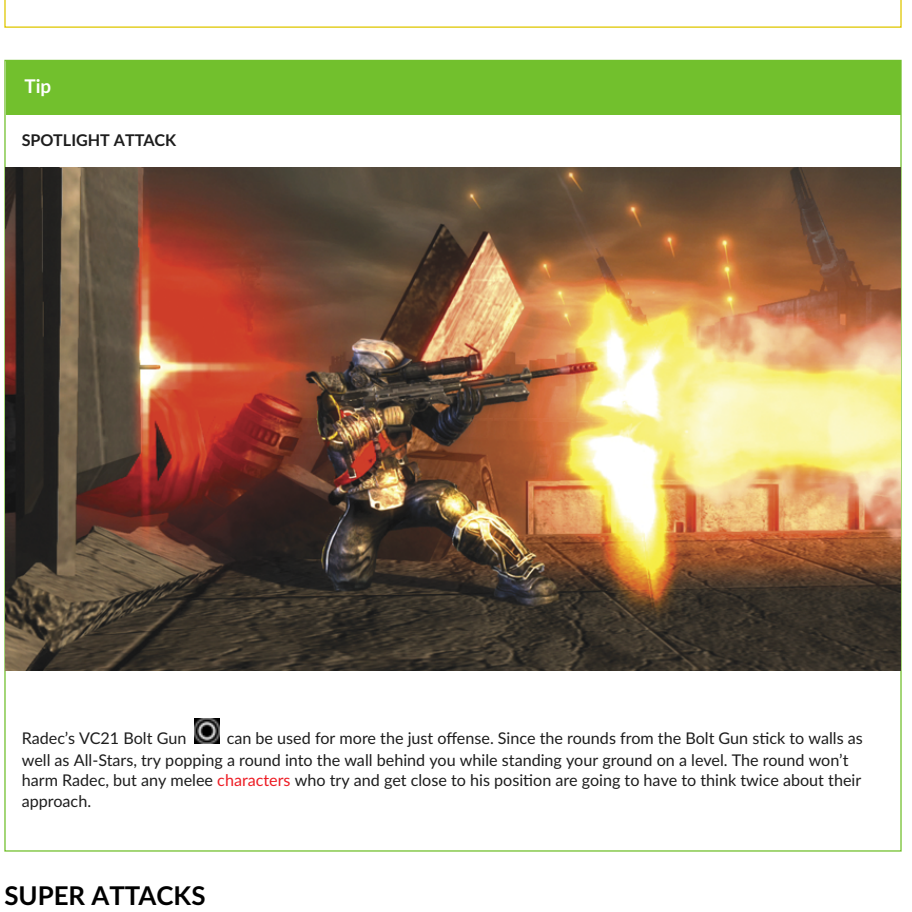
Rundown

- Name: Colonel Mael Radec
- Series: Killzone
- Character Archetype: Keepaway
- AP Meter Level 1/2/3 Values: 120/325/750
- Rival Character: Sir Daniel
- Best Matchups: Kratos
- Worst Matchups: Raiden
- Best Level: Dreamscape
- Worst Level: Dojo
- Priority Pickups: Speed Boots

Radec is a brilliant tactician who leads his troops from the front. His unwavering focus on victory at any cost has made the conquest of Helghan a formidable task for the ISA. He brings that same ruthlessness to personal combat, where he is the human personification of a shark, all of his training focused to a singular purpose: the destruction of his enemy.

Tip

SPOTLIGHT ATTACK

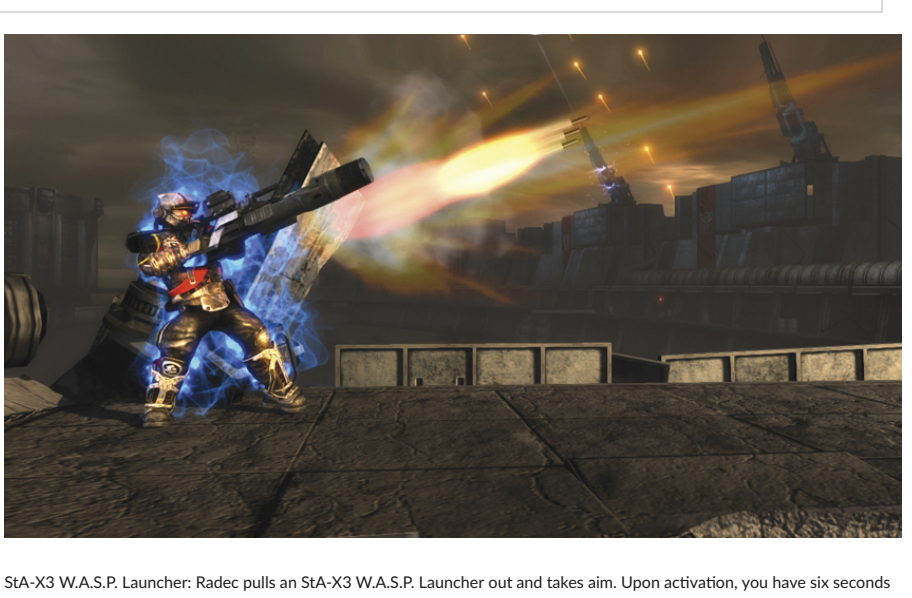


Radec's VC21 Bolt Gun ○ can be used for more the just offense. Since the rounds from the Bolt Gun stick to walls as well as All-Stars, try popping a round into the wall behind you while standing your ground on a level. The round won't harm Radec, but any melee characters who try and get close to his position are going to have to think twice about their approach.

SUPER ATTACKS

OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	StA-X3 W.A.S.P. Launcher	Six seconds	Left stick: aim; any attack: fire	Place enemy within reticle for homing missiles



StA-X3 W.A.S.P. Launcher: Radec pulls an StA-X3 W.A.S.P. Launcher out and takes aim. Upon activation, you have six seconds to locate a target and fire by pressing any attack button. The reticle tracks around the screen quickly, but Radec is still vulnerable when aiming. To maximize the efficiency of this Super attack, only trigger it when a group of enemies is near, and then tap—twice, with a pause to allow for the reticle to appear, to aim and fire in one smooth motion.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	325	StA5X Arc Cannon	Two seconds	—	Blast covers entire horizontal area in front of Radec

StA5X Arc Cannon: The Arc Cannon fires a blast of bright green energy in a horizontal line across the level. Its effective range is the full length of a large level, so using this Super attack can easily result in a triple kill. It's best used from medium range and safety, as the start-up time is long enough to allow opposing characters to dodge, assuming they double-jump fast enough. When activated from medium range instead of long range, other players have less of a chance to react to the beam.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	StA-X6 Jetpack	13 seconds	Left stick: aim; any attack: fire	—

CPU
1P SUPER
Player 1
3P SUPER
Nathan Drake

StA-X6 Jetpack: Are you ready for 13 seconds of untouchable jetpack-based domination? When Radec takes to the air, you have a short period of time to take aim and kill everyone on the level. The StA-X6 Jetpack's gun is fully automatic and kills on contact, so hold an attack button and focus on sweeping the stage and making sure you hit every adversary with a shot. This is an expensive Super attack, so make it worth your time. Try to kill each opponent twice.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Vicious Assault	Right Stick ↑	15%	Unblockable; 30AP of super armor	Lift	—

Vicious Assault: This is Radec's most useful throw. You can combo out of it, since it leaves enemies in a Lift state, which more than makes up for the Medium AP Penalty. Use this throw liberally, even though the other throws are slightly safer.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Executioner	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	Cannot be hit while invisible

Executioner: Executioner is Radec's safest throw. Upon completion, Radec switches places with his attacker and ejects them far away. From this position, Radec can follow up with ranged attacks with near-impunity.

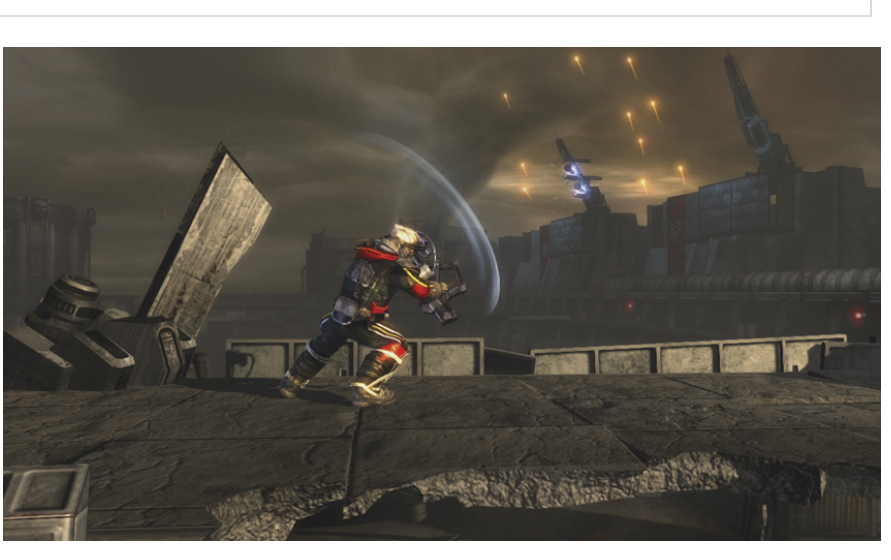
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Helghan Stomp	Right Stick ↓	15%	Unblockable; 30AP of super armor	KD	—

Helghan Stomp: Radec throws the enemy to the ground and stomps on their body. Following this attack with a combo is difficult, making this the least effective throw in Radec's armory. Use it to delay or disrupt foes, but focus on the other throws first.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Gun Boot	□	10	—	—	□	—
-	Gun Boot 2nd Hit	□, □	10	—	—	—	Pushes enemy away
2	Knife Blast	→ □	10, 20	—	Eject spiral (2nd hit)	—	—
3	FSK-7 Combat Knife	↑ □	20	—	Lift	—	—
4	Surprise Grenade	↓ □	10	Invincible while invisible	—	↓ □	Radec teleports away from grenade; repeatable



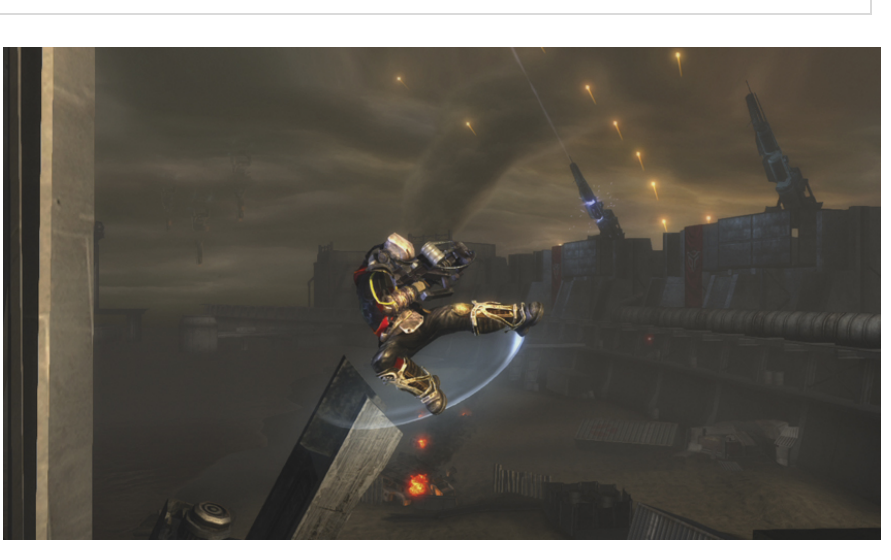
Radec has trouble competing at close range. His FSK-7 Combat Knife (↑ □) is an ultra-close range attack that is best used as an anti-air rather than a grounded attack. Radec must be within point-blank range to land an FSK-7 Combat Knife strike on a standing opponent, which puts him in a large amount of danger. Luckily, Radec has a few attacks that can give him a little breathing room. Gun Boot (□) and Gun Boot 2nd Hit (□ , □) are close-range attacks that can be used to set up a launcher or ground combo, while Surprise Grenade (↓ □) is great for retreating. Radec drops a grenade in place and then teleports a short distance away before the grenade explodes.

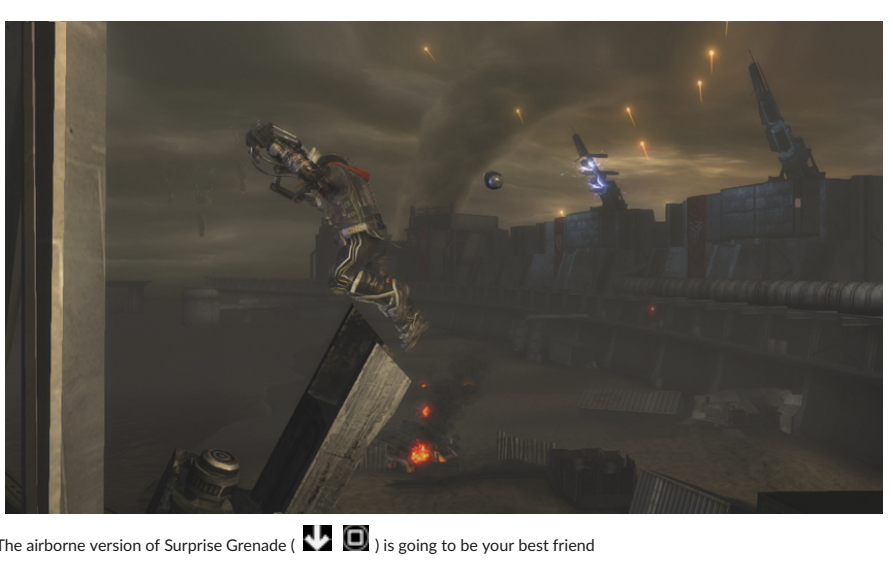
Knife Blast (↑ □) has the longest range of his □ attacks, and it is a pointer in the right direction as far as battle plans go. Radec needs to be at medium-close range in order to make the magic happen, and Surprise Grenade and Knife Blast are crucial for getting that distance. Knife Blast forces enemies into an eject spiral upon the completion of the second hit, while Surprise Grenade gives Radec some much-needed distance and 10AP.

Radec is a character that relies on traps like the Surprise Grenade and attacks that can push adversaries away, like Knife Blast and Gun Boot. With a little breathing room, Radec can then utilize a number of △ attacks, such as LS13 Shotgun (↑ △) or M327 Grenade Launcher (→ △), in addition to the □ attacks to strengthen his overall gameplan.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Double Kick 1	Air □	5	—	—	□ (on hit)	—
-	Double Kick 2	Air □ , (on hit) □	20	—	Lift	—	—
2	VC8 Shotgun Pistol	Air → □	30	—	Eject spiral	—	—
3	FSK-7 Fury Combat Knife	Air ↑ □	20	—	Lift	—	Cannot recover until grounded
4	Surprise Grenade	Air ↓ □	10	Invincible while invisible	—	↓ □	Radec teleports away from grenade; repeatable





The airborne version of Surprise Grenade (↓ □) is going to be your best friend

when it comes to staying safe and inflicting damage simultaneously. The grenade comes out quickly and explodes a few short moments later. Surprise Grenades that are dropped when Radec is leaping over an enemy with a single jump explode at chest height for most characters, while grenades that are dropped from the peak of a double-jump explode just above head height. The double-jump Surprise Grenade is great as an anti-air attack, while the single jump version is perfect for keeping an opponent busy while you set up another series of attacks. Force them to block the grenade, and then either move in with a combo when they drop their guard or go on the attack.

FSK-7 Fury Combat is best used on falling enemies or tacked on at the end of a combo, rather than as an integral part of an ongoing combo. The recovery time is so long that Radec can't follow the attack with another combo. If you whiff this move, Radec is left open to reprisals.

Double Kick 1 (□), Double Kick 2 (□ , □), and VC8 Shotgun Pistol (→ □) are immensely useful as combo extenders and enders, however. In fact, with good timing, you can combo from Double Kick 1 to Double Kick 2 to VC8 Shotgun Pistol for a cool 55AP off a single double jump. When you factor in a ground combo that transitions into a launcher, the AP value only increases.

△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	STA3 Light Machine Gun	△	5–15	Three-round bursts	—	—	Hold △ for continuous fire in bursts of three
2	VC32 Sniper Rifle	→ △	30	One-second start-up	Eject tornado	—	Long start-up
3	LS13 Shotgun	↑ △	30	—	Eject tornado	↑ △, → △, ↓ △, △	Repeatable
4	M327 Grenade Launcher	↓ △	20	Grenade on three-second timer	Full launch	↑ △, → △, ↓ △, △	Repeatable

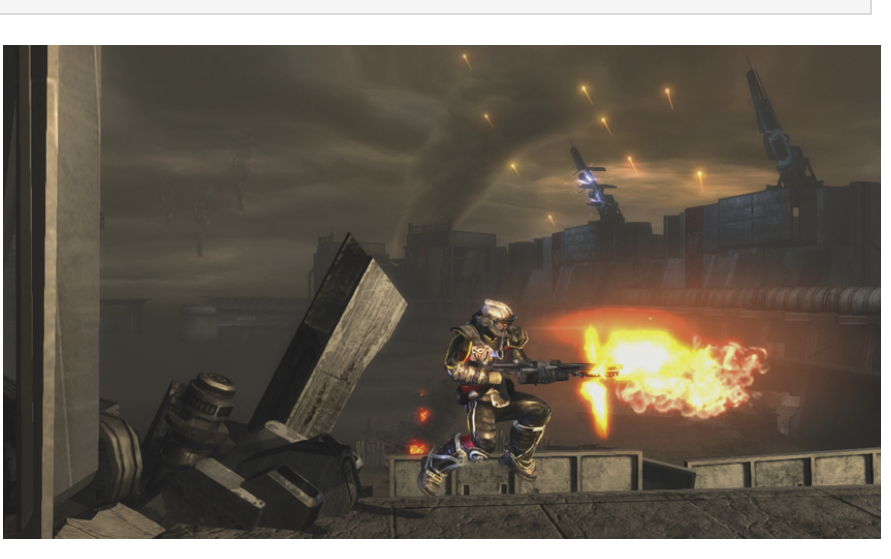
Radec's set of △ attacks is where his prowess really begins to show. His LS13 Shotgun (↑ △) is frighteningly useful as a combo ender or anti-air, and M327 Grenade Launcher (↓ △) is great for crowd control. LS13 Shotgun comes out quickly and knocks enemies into an eject tornado, leaving Radec standing in safety some distance away and ready to follow up with the VC32 Sniper Rifle (↑ △) or M327 Grenade Launcher.

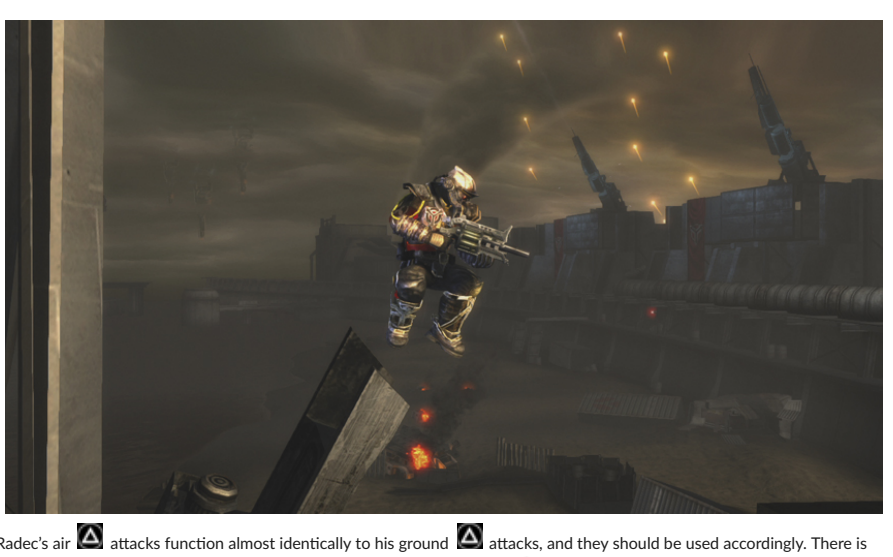
Note that comboing from one of Radec's △ attacks into another isn't always feasible. Either the attacks knock the opposing character too far away for a follow-up attack (LS13 Shotgun, LS13 Shotgun), the start-up is too long to fit it into a fast combo (VC32 Sniper Rifle), or the effort required to complete the combo, such as transitioning from STA3 Light Machine Gun (△) into M327 Grenade Launcher, doesn't reap a high enough AP gain to make the combo worth it in heated battle.

As a result, you should view Radec's △ attacks as finishing maneuvers at the end of combos or a way to enforce Radec's personal boundaries. Radec doesn't excel at extreme close range thanks to his lengthy start-up times in general, and his △ attacks are best used at medium-close range. Move in quickly by using the △ attacks—M327 Grenade Launcher especially—to keep enemies on their guard and then knock them away with a powerful finisher. Upon completion, repeat the process.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	STA3 Light Machine Gun	Air △	5–15	Three-round bursts	—	—	Hold △ to continue firing once grounded
2	VC32 Sniper Rifle	Air → △	30	Begins start-up in air	Eject tornado	—	Long start-up
3	LS13 Shotgun	Air ↑ △	30	—	Eject tornado	—	—
4	M327 Grenade Launcher	Air ↓ △	20	Grenade fires downward at 45 degrees	Full launch	—	—





Radec's air △ attacks function almost identically to his ground △ attacks, and they should be used accordingly. There is one wrinkle that's worthy of further study, however. VC32 Sniper Rifle (→ □) takes a second to fire on the ground, but leaping into the air lessens that downside quite a bit. If you trigger VC32 Sniper Rifle at the top of a double jump, the round fires as soon as Radec hits the ground.

Using VC32 Sniper Rifle in mid-air leaves Radec open to attack, of course. His aiming process is no less lengthy, so don't go wild with the attack. Instead, use VC32 Sniper Rifle as a deterrent and delaying tactic. If a character is regularly dodging your attacks with jumps, time a jump to coincide with theirs and time the VC32 Sniper Rifle attack so that it hits them as soon as they hit the ground. Learn how to successfully use the VC32 Sniper Rifle during a jump in practice mode. Upon activation, Radec immediately begins dropping to the ground, which alters the timing further. Using this attack to drop out of the air and away from danger is tricky but valuable.

STA3 Light Machine Gun (△) is useful in mid-air. Nailing all three shots is tough when jumping, since your upward motion must perfectly line up with the enemy's upward motion, but it can still be effective in battle. Use it to keep adversaries away from Radec when between combos.The remaining two maneuvers, M327 Grenade Launcher (↓ △) and LS13 Shotgun (↑ △), are also great at crowd control. Double jumping before using Radec's M327 Grenade Launcher lends a great deal of range to the grenade, though it still explodes on a three-second timer. LS13 Shotgun remains an effective combo ender and anti-air attack.

○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	VC21 Bolt Gun	○	10, 20	Sticks to walls or enemies	Eject tornado	—	Three-second timer
2	TR-X Teslite Grenade	→ ○	5	Energy trap stays active for three seconds	Stun	—	—
3	VC5 Arc Rifle	↑ ○	5–20	Active for three seconds	—	—	Forces opponents upward
4	VC1 Flame Thrower	↓ ○	5–30	—	—	—	Pushes foes away from Radec

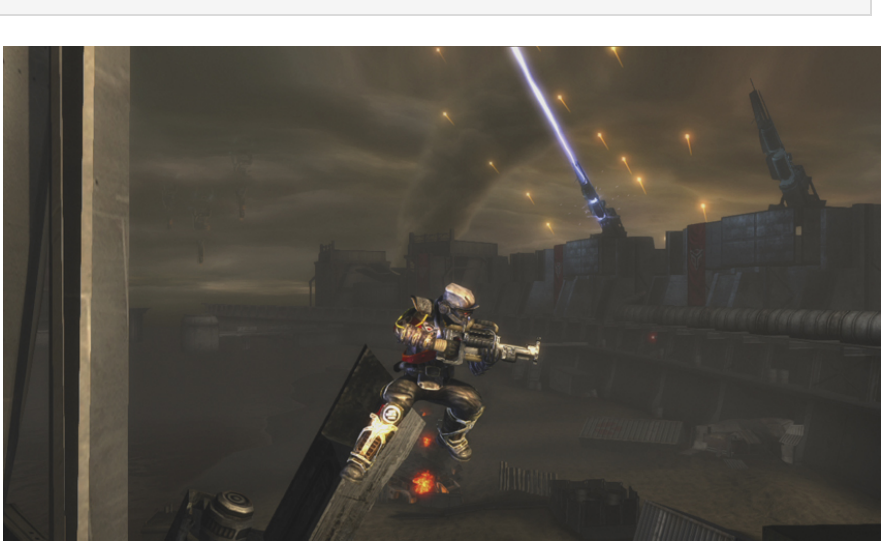
Radec's □ and △ attacks are great for spacing and maintaining distance between him and the enemy. His ○ attacks, then, are meant for controlling his opponent and forcing them into disadvantageous positions. VC1 Flame Thrower (↓ ○) forces opposing characters away from Radec, providing enough room for Radec to whip out another attack. Holding ○ results in a prolonged blast of flame that's worth 30AP if it connects, as well.

The rest of Radec's ○ attacks are traps. Connecting with the VC21 Bolt Gun (○) forces enemies into an eject tornado once the round detonates. The shell sticks to adversaries or walls and detonates after three full seconds. That means it can be used to set up combos in the immediate future, in addition to doing a total of 30AP damage if both the impact and detonation connect.

VC5 Arc Rifle (↑ ○) fires a blast of purple energy on an upward diagonal. The energy remains active for three seconds, after which point it dissipates and the enemy is released. It has a brief start-up period that prevents it from being an effective last-minute anti-air like the LS13 Shotgun, but it works wonders on opponents that are coming down from a double jump or ejection. The foes are left suspended in mid-air, and Radec has plenty of time to jump and follow up with an air combo. The crown jewel of Radec's arsenal is the TR-X Teslite Grenade. This grenade earns a mere 5AP when it connects, but it opens up the enemy for a long combo by paralyzing them in the air. The trick is that the opposing character generally must be airborne in order for the grenade to make contact with them, as the arc is just a little too high to hit most standing characters.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	VC21 Bolt Gun	Air ○	10, 20	Sticks to walls or enemies	Eject tornado	—	Three-second timer once stuck
2	TR-X Teslite Grenade	Air → ○	5	Energy trap stays active for three seconds	Stun	—	—
3	VC5 Arc Rifle	Air ↑ ○	5–20	Active for three seconds	—	—	Forces enemies upward
4	VC1 Flame Thrower	Air ↓ ○	5–15	Continues firing once grounded	—	—	Hold ○ for prolonged fire



The TR-X Teslite Grenade (→ ○) is even more effective when Radec goes airborne. The grenade suspends the enemy in mid-air, as usual, but now you have time to have Radec indulge in a brief aerial combo, such as Gun Boot (□ , □). This attack provides Radec with several different options. In addition

to retreating or pressing the attack, Radec can also beat a tactical retreat after using the TR-X Teslite Grenade and then immediately fire a shot from the VC5 Arc Rifle (↑ ○) in mid-air. When aimed properly, adversaries should bounce out of the TR-X Teslite Grenade directly into the VC5 Arc Rifle's shot, giving Radec a few moments of peace.

You can also transition into using the VC21 Bolt Gun (○) after connecting with the TR-X Teslite Grenade. This is not a pure combo, and it's a little bit trickier than using the VC5 Arc Rifle because enemies can block the explosion after they perform an air recovery. However, that should not be viewed as a disadvantage, as their blocking simply opens new doors. Rush in with a throw to take advantage of their defense and the confusion of the explosion. Radec's Vicious Assault (Right Stick ↑) is a particularly effective follow-up, as it lifts the opponent into the air.

Use these traps to lock down your foes. Give them a single lane of approach by peppering the air with TR-X Teslite Grenades. Punish them for getting too close by firing the VC1 Flame Thrower (↓ ○) after jumping. Reactive VC5 Arc Rifle shots will teach them not to jump in on Radec, and the VC21 Bolt Gun forces them to choose between attacking and eating a hit or blocking and being faced with a throw. Control the match by controlling your attacker.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ○ , → □

50AP

This combo depends on an aggressive enemy, but it racks up AP quickly and can set up a follow-up attack on wallbounce or leave Radec in safety after his opponent eject spirals away. Time your → □ so that in hits just before the grenade explodes. Watch for the red light to flash rapidly before beginning the attack. Properly timed, the explosion should hit just before or simultaneously with the second hit of the Knife Blast (→ □) and send the adversary flying away.

II. Against grounded foe: → ○ , ↑ △ , ✕ , □ , □

60AP

This combo is tricky and requires being within throwing range of the adversary. This is a dangerous proposition for Radec, but careful timing should ease the danger. Throw TR-X Teslite Grenade before reaching the enemy, just outside striking range. Radec should pitch the grenade, at which point you should move in with the ↑ △ , which launches the opposing character into the air and directly into the grenade. After that, jump into the air and toward your foe, and press □ twice to complete the combo.

III. Against grounded foe: ↓ △ , ○ , ✕ , → □

50AP

This combo works best in the corner, though it can be performed anywhere on the screen. Stand far enough away so that the grenade bounces just behind the enemy, and press ↓ △ and ○ in quick succession. After that, move in, double jump, and press → □ on the way down. The shotgun blast should hit just before your opponent performs an air recovery. The timing is very, very tight here, but it pays off big considering the relatively few number of attacks required to gain 50AP.

COMBO APPENDIX

Combo	_+AP	Notes
Right Stick ↑ , ↑ △	35	Use this ultra-easy combo to score some quick AP whenever your opponents are turtling.
○ , → □ , □	50	Catch enemies unaware with this fast and deceptive combo.

ADVANCED STRATEGIES

Use the Surprise Grenade (↓ □) to escape danger.

Radec is not the best fighter to attempt to use at close range. His special attacks have lengthy start-up periods and often have delayed effects. This makes moving in close and busting out 100AP+ combos a risky prospect. It's better to play it safe, maintain Radec's distance, and make sure that the enemy maintains their distance, as well.

The trouble comes in figuring out how to build AP from a distance and without the use of lengthy and highly damaging combos. The answer is to take your AP and run before setting up another brief, but rewarding, combo. It isn't quite a hit-and-run strategy. Radec should remain in the thick of the action, but his attacks should be focused on both protection and offense. That means that you need to be willing to play mind games with your foe.

Radec's best close-range tool is Right Stick ↑ , ↑ △ . This forces enemies to eject tornado away and gives Radec a chance to move in close while they spin away and prepare for a heartier combo. Break this out whenever an adversary gets close in order to push them away. Eventually, they'll get the message—stay away from Radec. If they're sticking close, but not quite that close, use Radec's Surprise Grenade (↓ □) on the ground or in mid-air to urge them to move away. Surprise Grenade is particularly efficient, as Radec automatically teleports a safe distance away, making it even harder for foes to continue their attacks.

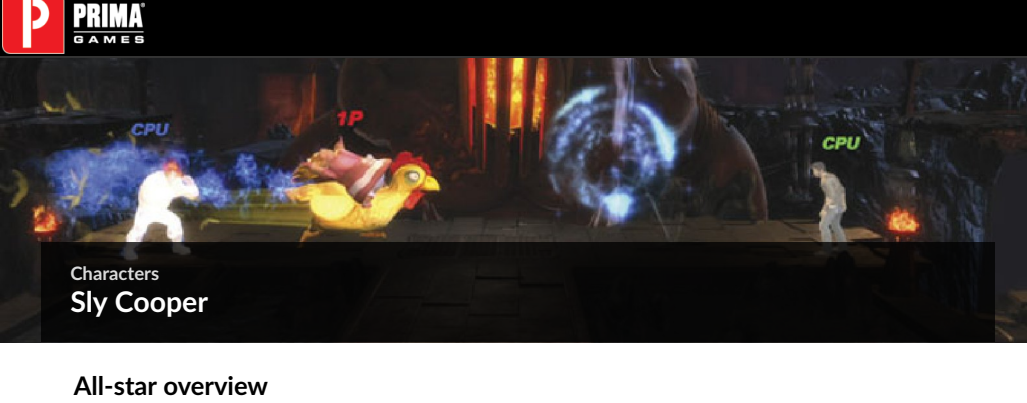
Take advantage of Radec's traps to build AP one encounter at a time. Whenever possible, any enemy stuck in a trap should be immediately struck by either → □ , → △ , or ↑ ○ . Radec is especially dangerous in corners, as he can quickly pile on the traps and force an unwary opponent into falling prey to grenades, shotgun blasts, and worse.

Getting 30-50 AP per encounter isn't necessarily optimal, but Radec is especially skilled at it, so play to his strengths. When one enemy is hammering you with no sign of letting up, drop a Surprise Grenade and then quickly perform a Knife Blast (→ □) immediately after the explosion fades. When it connects, it's worth 40AP and pushes the enemy far from Radec, giving you a chance to use the VC32 Sniper Rifle (→ △) for an extra 30AP. Just like that, you've earned 70AP and ensured Radec's own safety.

The goal for Radec is to build up to a Level 2 Super attack, his StA5X Arc Cannon. It comes out fast as a whip and travels the length of the screen. Characters can jump over it, but most will be so consumed with their own battles that you can catch them unaware. Focus on building up the 325 AP necessary for the move.

1P
CPU
CPU
Player 1
1P
2P SUPER
Kratos
3P SUPER
Cole

The StA5X Arc Cannon in action.



Characters

Sly Cooper

All-star overview

Sly Cooper is a fast and crafty character; relying only on his wits, his signature cane, and an array of gadgets to get the job done. He can quickly move about the level, teleport at will, and counter Attacks with the press of a button. Using gear crafted by his friend and ally, Bentley, Sly can also inflict a variety of status effects on enemies. And he's going to need all of these tools to survive: Sly is the only character that cannot block. Instead, holding L1 turns him invisible; masking his movements and granting the ability to steal AP from adversaries. Grab as much as you can until you can trigger his Level 1 Super, Unstoppable Ally.

WHAT MAKES UNSTOPPABLE ALLY SO GOOD, ANYWAY?

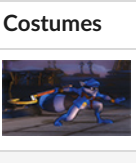
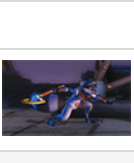
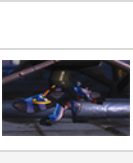
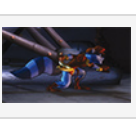
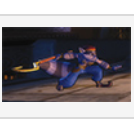
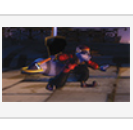
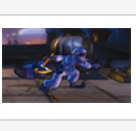
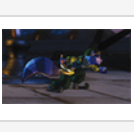
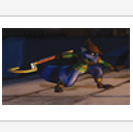
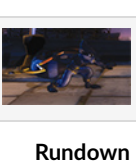
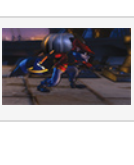
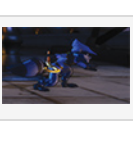
- The start-up time is very short, while the actual attack happens very quickly.
- Earning 150AP is simple for Sly, as he can earn 45AP with a two-hit combo with ease.
- His Level 2 Super attack is slower and requires aiming, so it's harder to get a kill with it than it is with Unstoppable Ally.

WHAT'S THE BEST WAY TO EARN 150AP?

- Turn invisible by holding L1 , and sneak up on enemies for big AP Combos.
- Leave Cap Mines out for adversaries to stumble over, and follow up with brief air Combos.
- Use the Explosive Barrel attack to put foes between a rock and a hard place.
- Use Smoke Bomb to teleport behind nearby foes, and use Cane Swipe 2 while invisible for 45AP.

The trick to success with Sly is being creative. He has all the tools to dominate a match, and what you need to do is figure out how to put them together. You should frequently make use of his Attacks that cause status effects, whether that effect is Confusion or Lift. Switch from all-out offense to stealthy defense by using Sly's invisibility skill. Focus on catching enemies by surprise, and you'll earn 150AP in no time.

AT A GLANCE

Costumes		
		
		
		
		

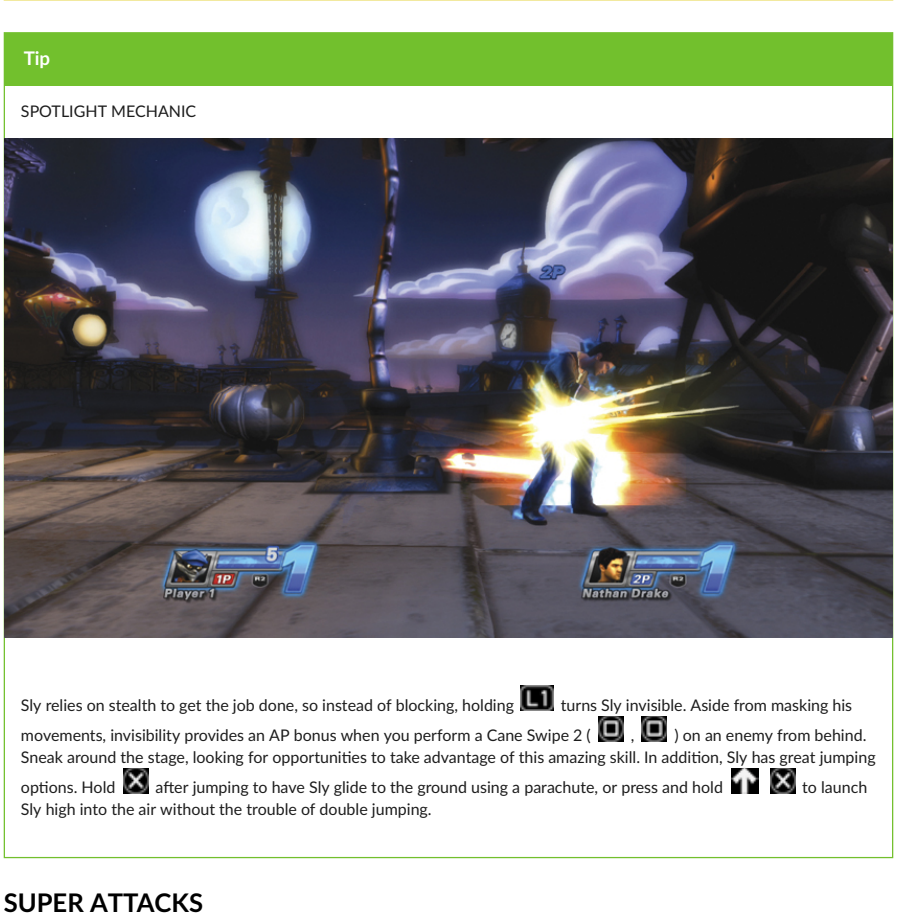
Rundown

- Name: Sly Cooper
- Series: Sly Cooper
- Character Archetype: Traps
- AP Meter Level 1/2/3 Values: 150/325/675
- Rival Character: Nathan Drake
- Best Matchups: Fat Princess
- Worst Matchups: Dante
- Best Level: Sandover Village
- Worst Level: Hades
- Priority Pickups: Freeze Missile

Descended from a line of thieves that stretches back centuries, Sly continues the family tradition with grace and aplomb. With the help of his friends Bentley and Murray, the raccoon has infiltrated even the most heavily fortified locations while making away with treasures thought impossible to steal. Favoring stealth, reconnaissance, and cunning over brute strength, Sly and the Cooper Gang always stay two steps ahead of opponents.

Tip

SPOTLIGHT MECHANIC

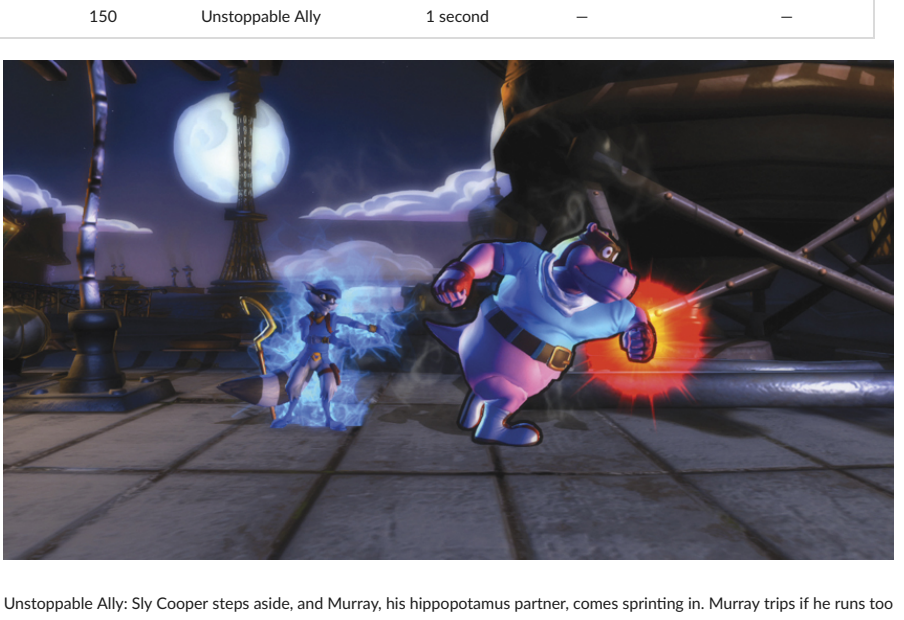


Sly relies on stealth to get the job done, so instead of blocking, holding L1 turns Sly invisible. Aside from masking his movements, invisibility provides an AP bonus when you perform a Cane Swipe 2 (□ , □) on an enemy from behind. Sneak around the stage, looking for opportunities to take advantage of this amazing skill. In addition, Sly has great jumping options. Hold × after jumping to have Sly glide to the ground using a parachute, or press and hold ↑ × to launch Sly high into the air without the trouble of double jumping.

SUPER ATTACKS

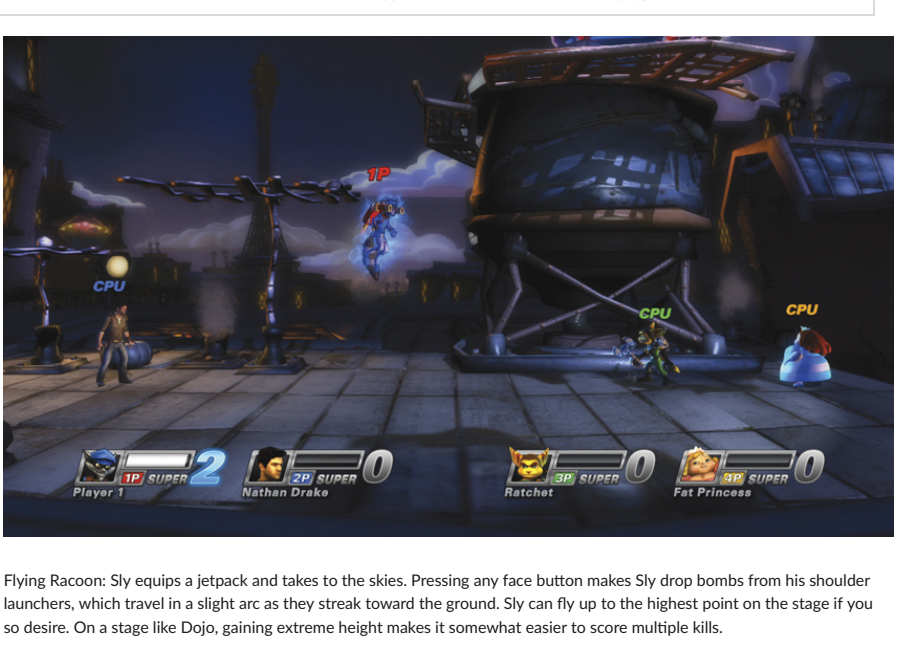
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Unstoppable Ally	1 second	—	—



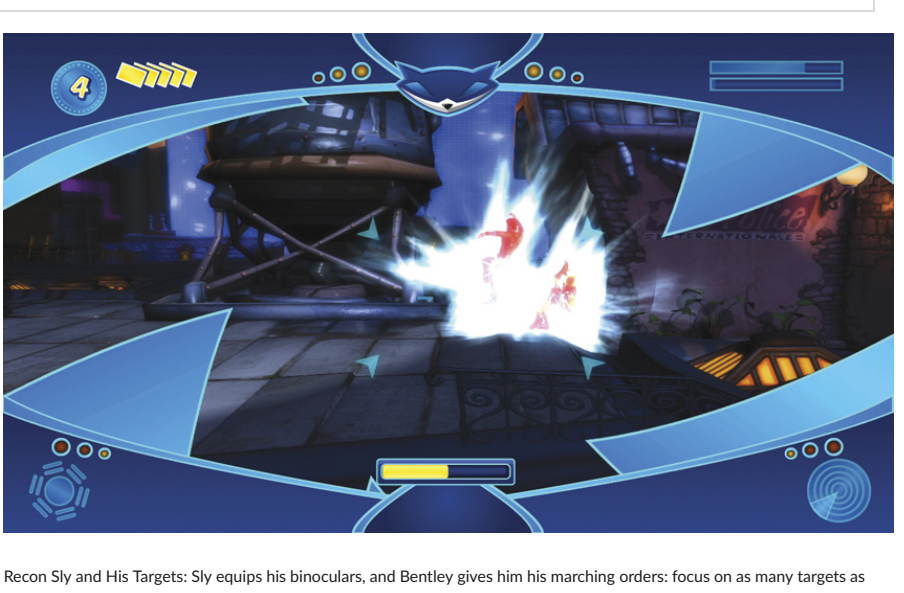
Unstoppable Ally: Sly Cooper steps aside, and Murray, his hippopotamus partner, comes sprinting in. Murray trips if he runs too far or strikes an enemy, and the impact of him tripping kills any adversary in the immediate vicinity. Though this move has a moment of wind-up, Murray runs very quickly and can often hit attackers before they get a chance to dodge out of the way. This is a safe and reliable Super attack to utilize.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	325	Flying Raccoon	5 seconds	Left Stick: Fly, attack: drop bomb	Action OK immediately after Super ends



Flying Racoon: Sly equips a jetpack and takes to the skies. Pressing any face button makes Sly drop bombs from his shoulder launchers, which travel in a slight arc as they streak toward the ground. Sly can fly up to the highest point on the stage if you so desire. On a stage like Dojo, gaining extreme height makes it somewhat easier to score multiple kills.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	675	Recon Sly and His Targets	10 seconds or 7 shots	Left Stick: move reticle, attack: snap picture	Enemy has to be within square reticle to score kill



Recon Sly and His Targets: Sly equips his binoculars, and Bentley gives him his marching orders: focus on as many targets as possible! Use the left stick to aim the binoculars, and press any face button to focus on your target once the targeting reticle turns red. You can quickly rack up multiple kills with this Super attack, but it may not be the best choice for every battle because of the 675AP required to activate it.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Up Throw	Right Stick ↑	15%	Unblockable; 30AP of super armor	Full launch	—

Up Throw: Sly forces the enemy to their knees, tees up, and takes a swing with his cane. The resulting strike fully launches the opponent into the air, giving Sly a chance to follow up with a hard-hitting combo.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Forward Throw	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Forward Throw: Sly grabs the enemy, plants his feet, and pushes off, sending the foe away in an eject tornado. If you feel the need to get some breathing room for Sly, this is a good go-to throw.

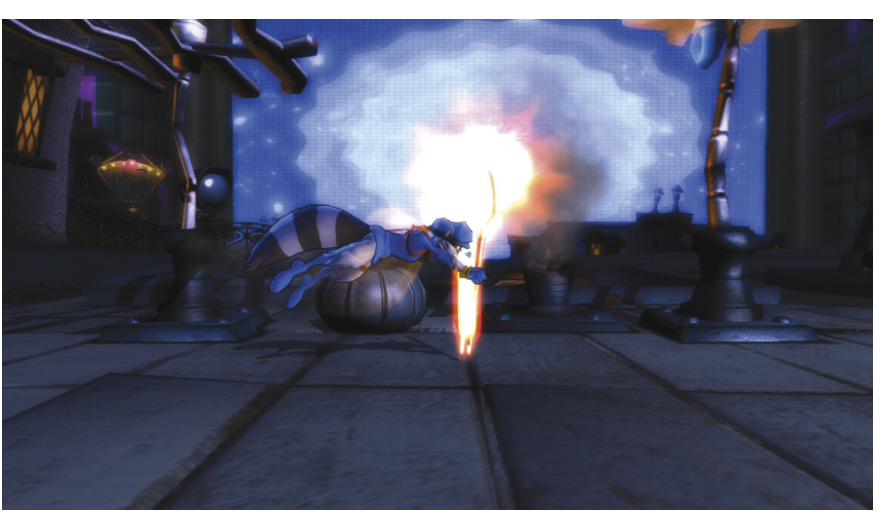
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Down Throw	Right Stick ↓	15%	Unblockable; 30AP of super armor	KD	—

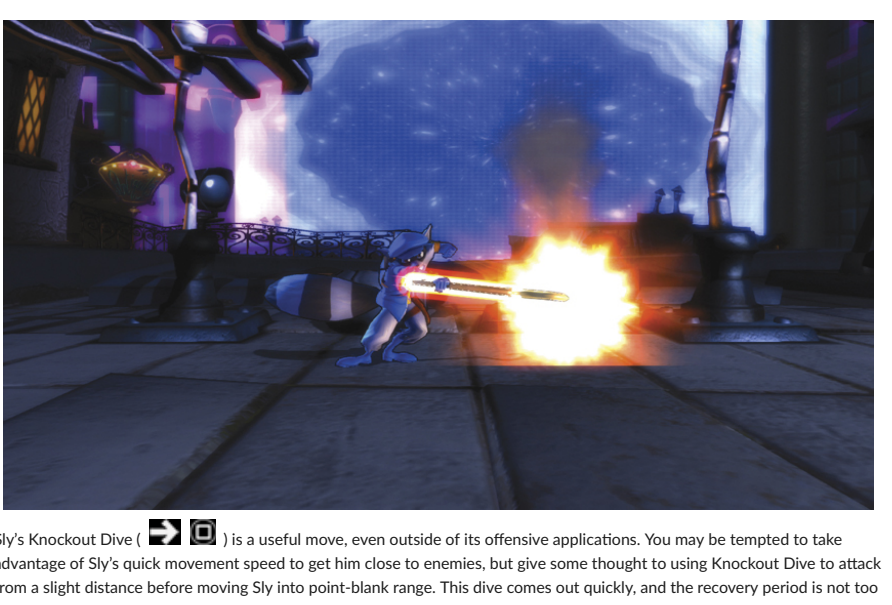
Down Throw: Sly knocks the enemy into the air, hooks them with his cane, and then slams them over his head. This move results in a knockdown state, leaving Sly unable to immediately follow up with a combo. If you can avoid an adversary's wake-up attack, however, Sly has a solid chance to retaliate with a solid attack.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Cane Swipe	□	5	Can remain invisible	—	□	—
-	Can Swipe 2	□ , □	5	Can remain invisible; steals 20AP from foe if hit from behind or 40AP if invisible	Eject roll (from behind)	—	—
2	Knockout Dive	→ □	10	—	—	—	Sly passes through opponents at close range.
3	Cane Swoop	↑ □	20	Forces Sly into air	Lift	air □	—
4	Spinning Strike	↓ □	20 (tap), 30 (charge)	Chargeable, charged version can guard break	Sweep (tap); Eject tornado or guard break (hold)	×	Jump cancel only OK during charge





Sly's Knockout Dive (→ □) is a useful move, even outside of its offensive applications. You may be tempted to take advantage of Sly's quick movement speed to get him close to enemies, but give some thought to using Knockout Dive to attack from a slight distance before moving Sly into point-blank range. This dive comes out quickly, and the recovery period is not too bad if the move is blocked.

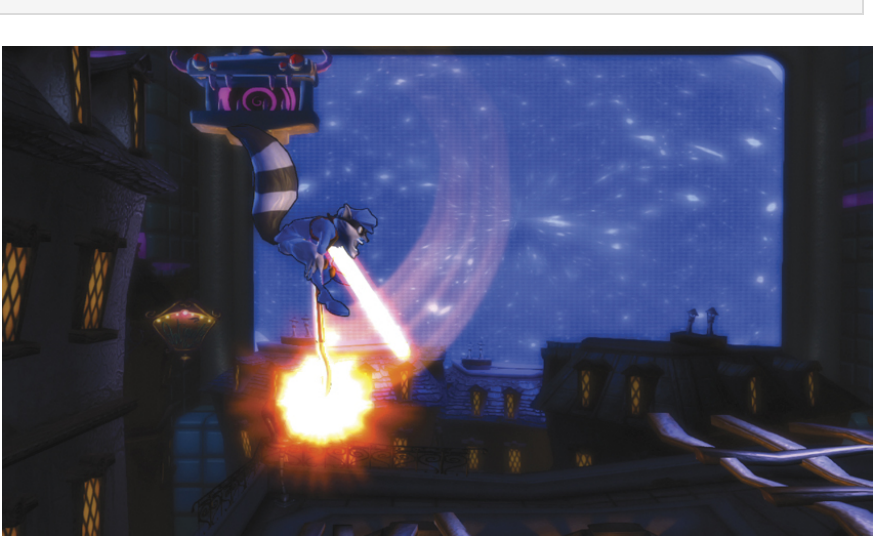
Once Sly gets within point-blank range, however, anything goes. Lift your enemies with Cane Swoop (↑ □) to set up your preferred Combos. Sly leaps into the air upon completion of Cane Swoop, making it much easier to connect this attack to another. Cane Swoop is a solid combo starter and a valuable part of Sly's repertoire.

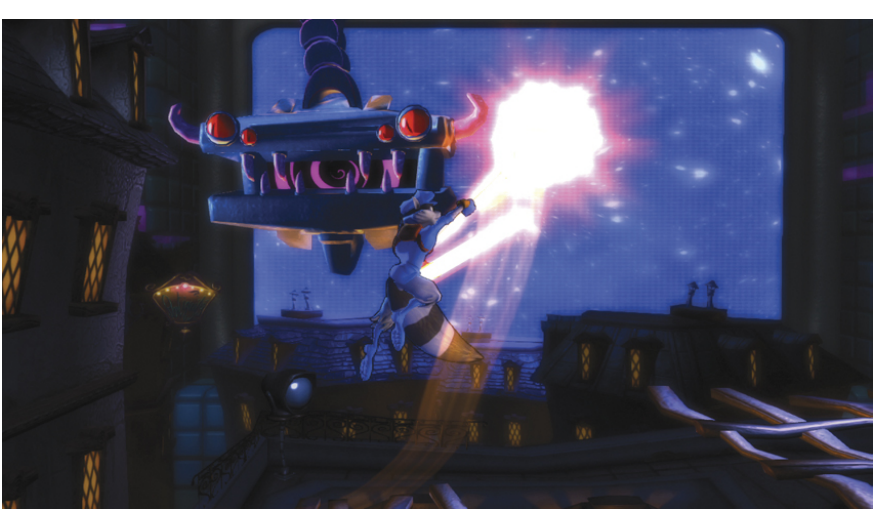
Spinning Strike (↓ □) is another good attack to use at the beginning of your Combos. Spinning Strike sweeps enemies if you tap ↓ □ and forces opponents into an eject tornado if you charge the attack. The sweep variation is immensely useful and can even be used in concert with Cane Swoop to sweep an adversary, force them into the air, and then follow up with an air combo.

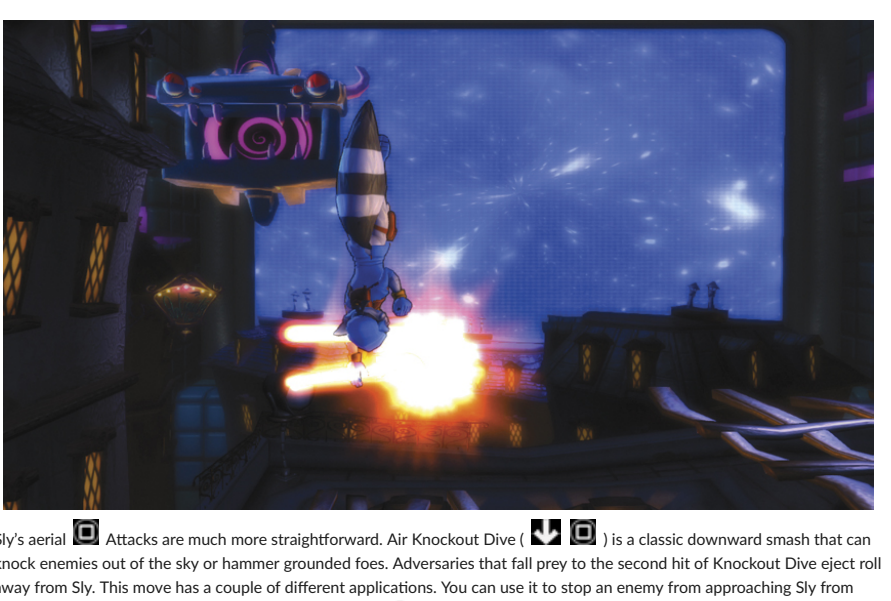
Cane Swipe (□) and Cane Swipe 2 (□ , □) only earn a combined total of 10AP when striking an enemy from the front, and they leave the foe standing once the move is over. But (and here is where Sly gets tricky), if you were to perform Cane Swipe 2 on an enemy with their back turned, then Sly earns 25AP and makes the target eject roll away. Sly steals 15AP from his foe when performing a Cane Swipe from behind.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Cane Swipe	Air □	20	—	KD	—	Range extends from Sly's face to the bottom of his feet.
2	Air Dive Forward	Air → □	10	—	—	—	Long recovery
3	Air Cane Scoop	Air ↑ □	20	—	Lift	□	—
4	Air Knockout Dive	Air ↓ □	10, 20	Active until grounded	Eject roll (2nd hit)	—	Passes through airborne opponents.







Sly's aerial □ Attacks are much more straightforward. Air Knockout Dive (↓ □) is a classic downward smash that can knock enemies out of the sky or hammer grounded foes. Adversaries that fall prey to the second hit of Knockout Dive eject roll away from Sly. This move has a couple of different applications. You can use it to stop an enemy from approaching Sly from below by passing through a thin platform while holding ↓ □ , or you can surprise a cluster of battling challengers by having Sly double jump into their vicinity and immediately dropout of the sky for a Air Knockout Dive.

Sly moves forward a short distance when performing Air Cane Swoop (↑ □). This gives Sly a chance to connect with an enemy that may be a little too far away for a Knockout Dive or other aerial attack. Surprise your foes with Air Cane Swoop, and begin your air Combos from a little bit farther away.

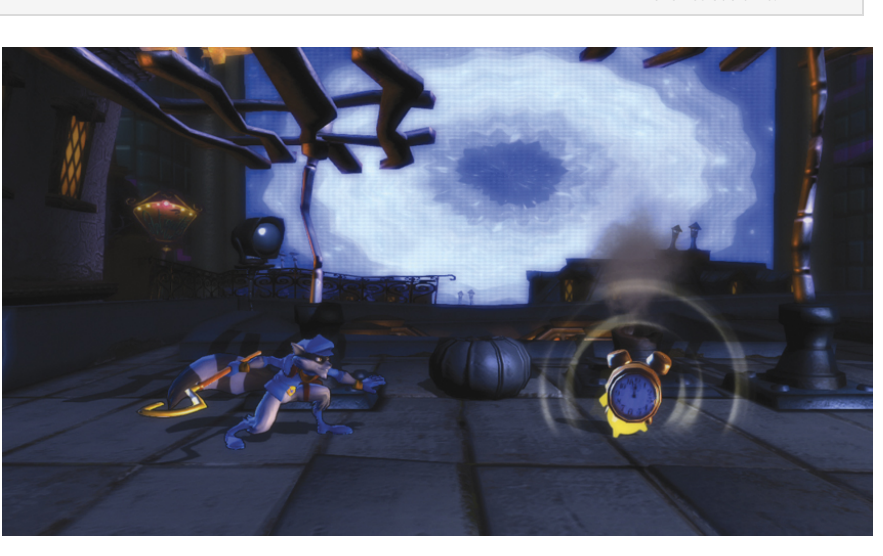
Air Dive Forward (→ □) provides another solid way for Sly to get close to an enemy in mid-air. Sly follows a slight arc up and then down upon activation of Air Dive Forward. Try to clip opponents that might be just a little too high in the air for a standard attack. This move is also a good way to decrease the distance between Sly and his foes without having to spend time simply running around.

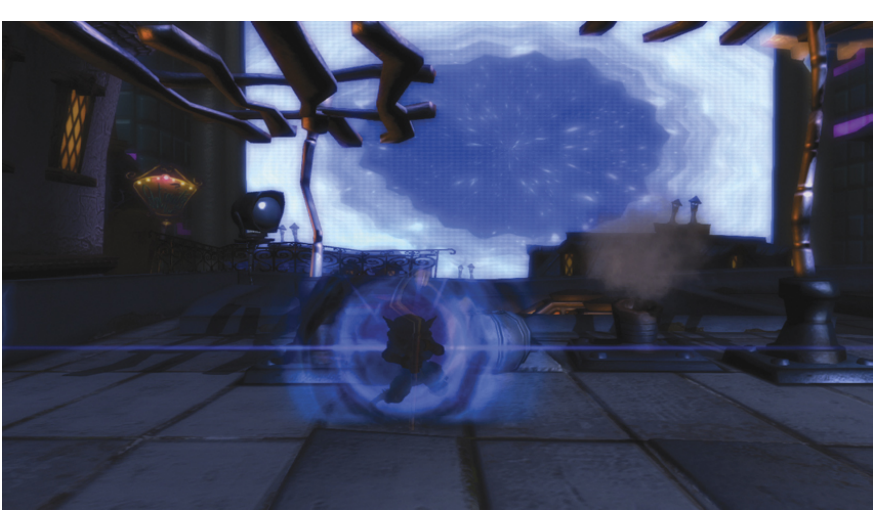
Press □ in mid-air to perform an Air Cane Swipe. This move smashes enemies to the ground in an knockdown state. It's a great combo finisher, but it is also very effective at knocking challengers out of the air. A knocked-down foe cannot fight back or earn AP, so use this attack to keep your enemies in check.

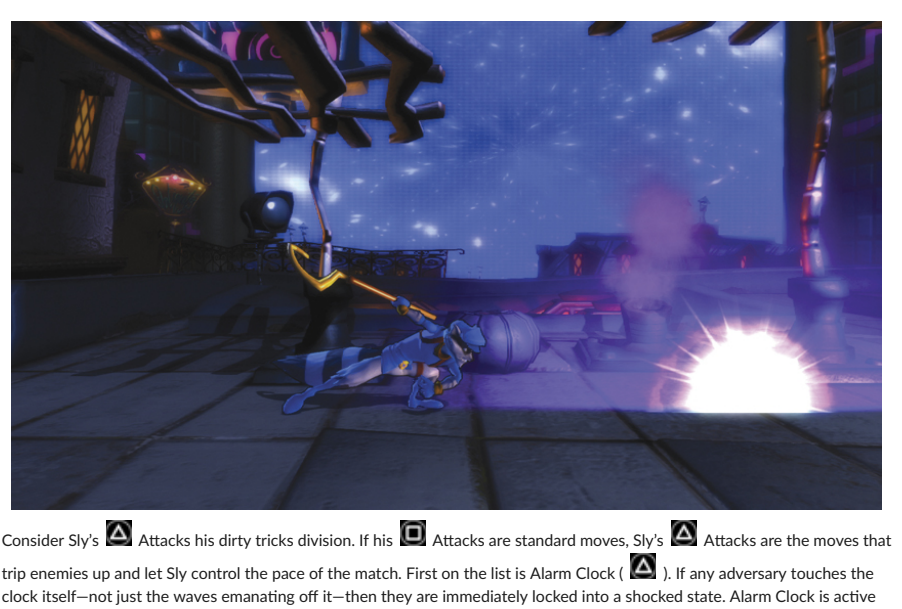
△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Alarm Clock	△	10	2-second duration	Shock	—	Only one Alarm Clock in play at once
2	Electromagnetic Raccoon Roll	→ △	30	Dashes forward	Eject roll	—	Sly wall jumps on impact
3	Smoke Bomb	↑ △	—	Teleport; use ← or → to control direction	—	—	Thin purple line shows range; automatically teleports behind nearest opponent in range
4	Rage Bomb	↓ △	10	—	Confusion	—	Only one Rage Bomb allowed at a time.







Consider Sly's △ Attacks his dirty tricks division. If his □ Attacks are standard moves, Sly's △ Attacks are the moves that trip enemies up and let Sly control the pace of the match. First on the list is Alarm Clock (△). If any adversary touches the clock itself—not just the waves emanating off it—then they are immediately locked into a shocked state. Alarm Clock is active for two seconds, which is plenty of time for Sly to approach the foe with an attack. Only one Alarm Clock can be active at any one time.

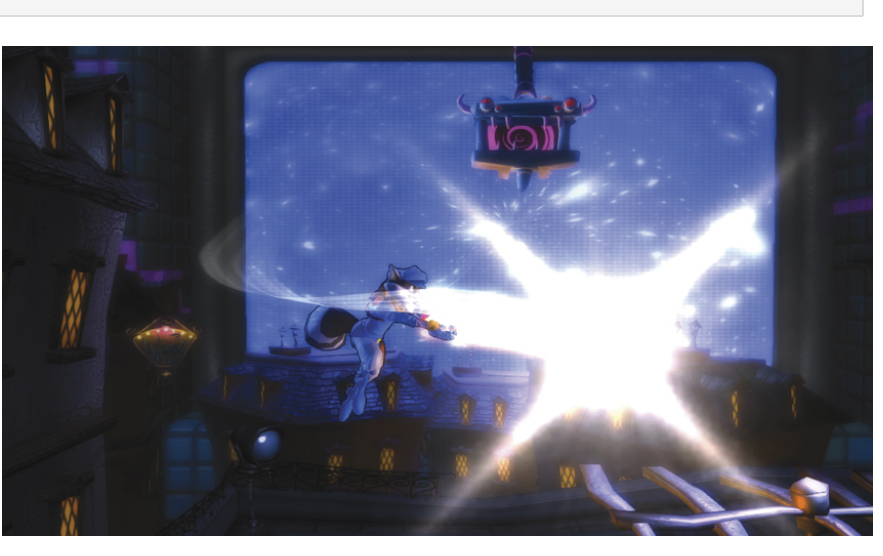
Sly's Electromagnetic Raccoon Roll (→ △) is a fast forward dash that makes enemies eject roll on impact and earns Sly 30AP. It works best from medium-close range, and Sly's backflip at the end of the move ensures that he's left in safety as the opponent eject rolls away. Sly hesitates just slightly before performing the Electromagnetic Raccoon Roll. It isn't enough of a delay to give an attacker time to dodge the move if you ambush them with it, however.

Use Smoke Bomb (↑ △) to teleport. Press ← or → to select the direction you're going to teleport toward, and use the thin purple line to judge the distance Sly is going to travel. Press ↑ △ without pressing ← or → to teleport in place.

Only one Rage Bomb (↓ △) is allowed to be active at a time, and with good reason. Any target struck by the Rage Bomb is left confused and vulnerable. It only earns 10AP, but it's a good way to force characters to back away or to totally disrupt someone else's gameplan.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Cane Stun	Air △	10	—	Shock	—	Long recovery
2	Charged Voltage Attack	Air → △	30	—	Eject tornado; eject roll (grounded foe)	—	—
3	Air Smoke Bomb	Air ↑ △	—	Teleport; use ← or → to control direction	—	—	Thin purple line shows range; automatically teleports behind closest enemy within range
4	Insanity Strike	Air ↓ △	10	—	Confusion	—	Confusion effects do not stack

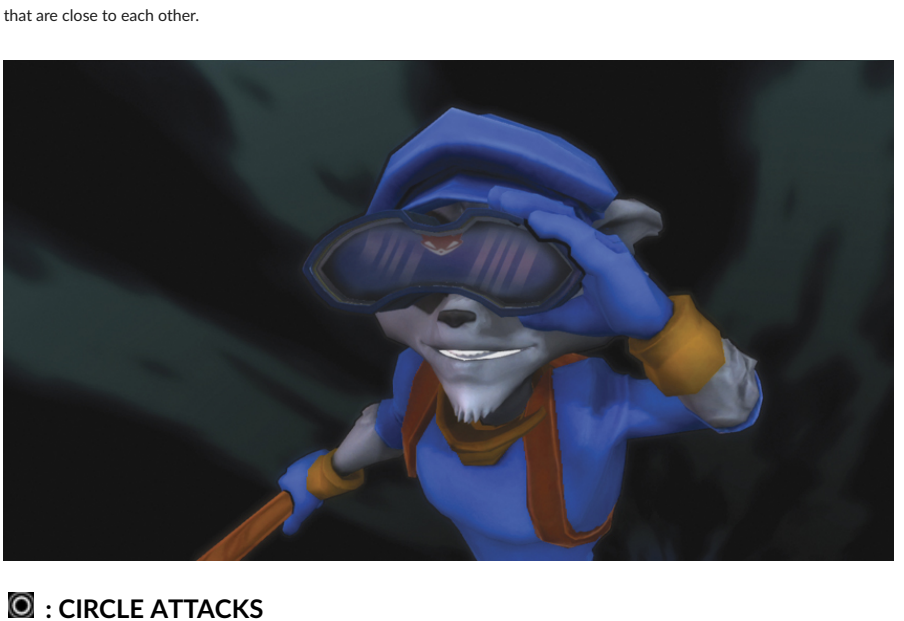


The dirty tricks continue with Sly's aerial △ Attacks. Insanity Strike (↓ △) confuses whichever enemies it hits, but Sly must be at close range to successfully hit an adversary. Unlike Rage Bomb, Insanity Strike is a swing of Sly's cane, so keep that in mind when attempting to build Combos or fend off foes with this move.

Sly can teleport in mid-air using Air Smoke Bomb (↑ △), too. This works just as it does on the ground, and it is extremely useful for escaping aerial Combos. Perform a neutral teleport—just ↑ △ , no ← or → —to teleport Sly close to the nearest enemy. If that foe is in mid-air, then Sly teleports as close to them as he can get, putting him in the perfect position to follow the Air Smoke Bomb with an attack that travels, like Air Dive Forward (→ △).

Another good traveling attack is Sly's Charged Voltage Attack (→ □). It doesn't travel far, but it does travel just enough to surprise enemies that may not be paying close attention. Grounded adversaries eject roll after being hit, while airborne foes eject tornado away. The 30AP Sly earns for this move makes it a must-have, while the fast start-up and active period make it especially effective at countering air-based Attacks.

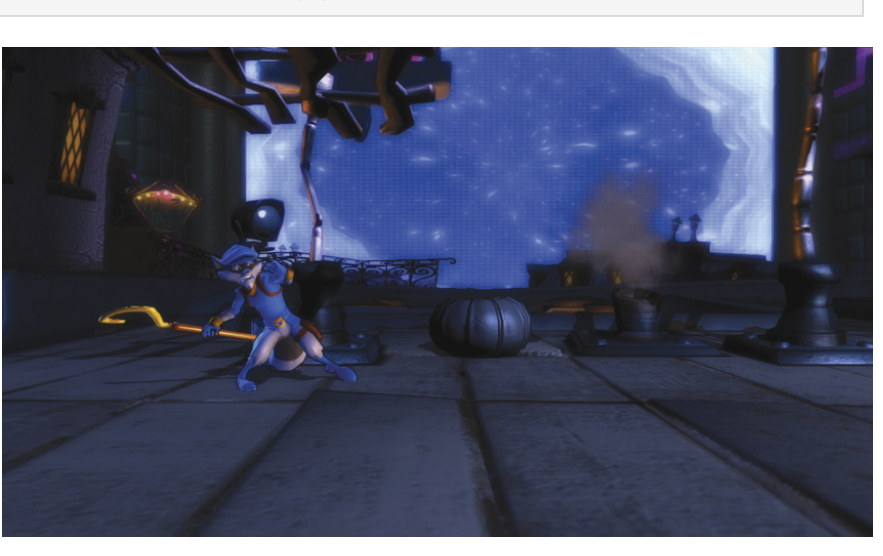
The last dirty trick in Sly's △ Attacks is his Cane Stun (△). Instead of a smash, Sly shocks the enemy in mid-air. It has an especially generous hit box, as well, so you can capture several opponents at once if you manage to find two airborne attackers that are close to each other.

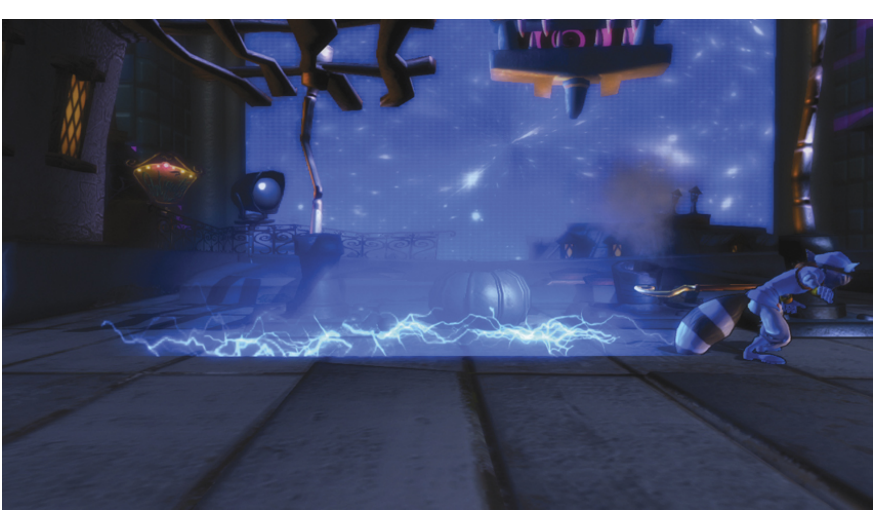


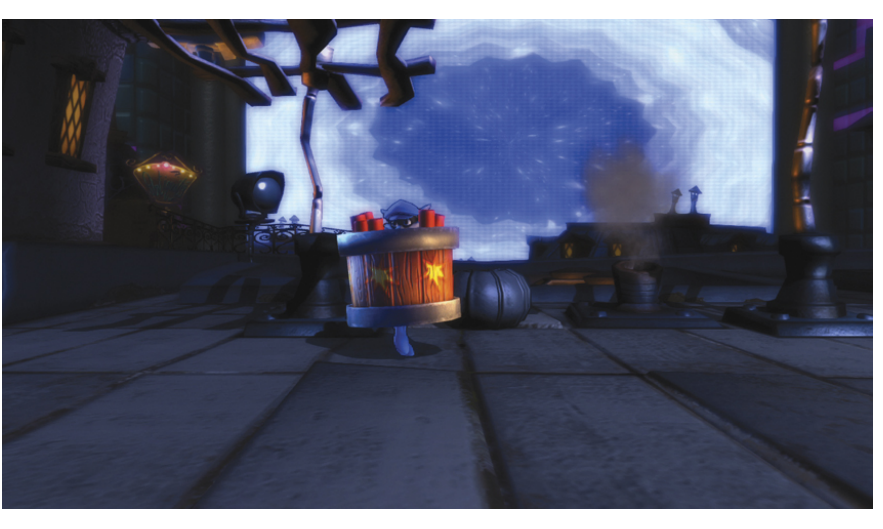
○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Decoy	○	10	Counter; active instantly	Shock	—	Sly teleports behind opponent on counter
2	Rail Slide Plus	→ ○	10	Slides through opponents creating lighting trail	Short shock to lift	—	Lightning trail appears once Sly comes to a stop
3	Explosive Barrel	↑ ○	30	← or → : Move, press any button to explode; reflects projectiles	Eject tornado	—	Cannot go invisible while inside barrel; reflected projectiles retain their original properties
4	Cap Mine	↓ ○	20	Only 1 mine in play at a time	Lift	—	—







The dirty tricks continue in Sly's ○ Attacks. Press ○ to perform Decoy. This automatic counter must be properly timed to succeed, but once you do succeed, Sly teleports behind the foe, shocking them in the process. Every time you successfully land a counter, you need to follow it with a combo. A good and reliable combo starter after a Decoy is Cane Swoop (↑ □), and you can even press □ again to tack on an extra hit after the Cane Swoop.

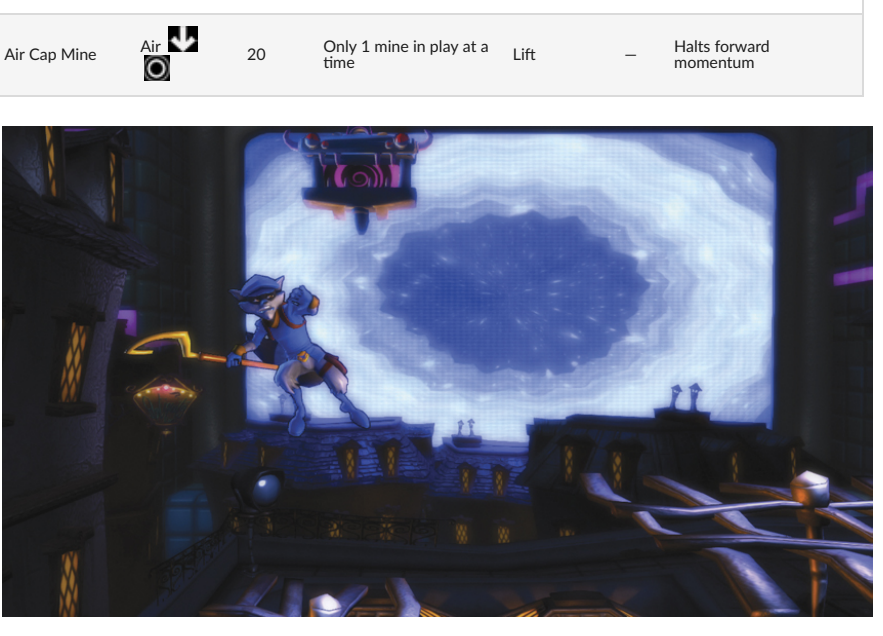
Rail Slide Plus (→ ○) looks like a basic dash, as it passes through the enemy if Sly is close enough, but the trick comes once the slide finishes. Rail Slide Plus looks like an escape maneuver, but it is actually a solid offensive maneuver. Sly shocks the opponent after successfully sliding past them, and that shock lifts them into the air, as well, leaving them open to Combos.

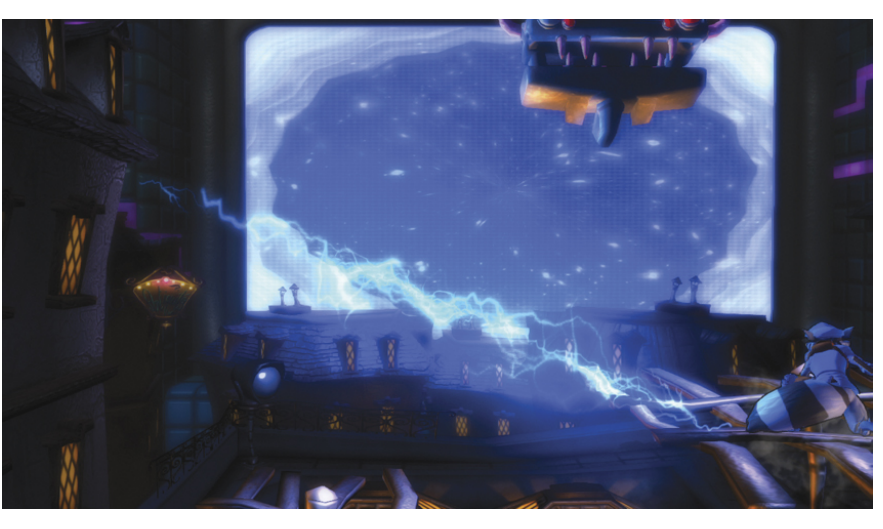
Cap Mine (↓ ○) is a move that's useful no matter what style of play you prefer for Sly. It's a trap, and characters that are struck by it are lifted into the air, ripe for a combo. Drop mines just to keep the other characters busy, and after the mine goes off and you earn 20AP, drop another. These can be used tactically as the beginning of an attack rush, or you can simply drop them and hope for the best.

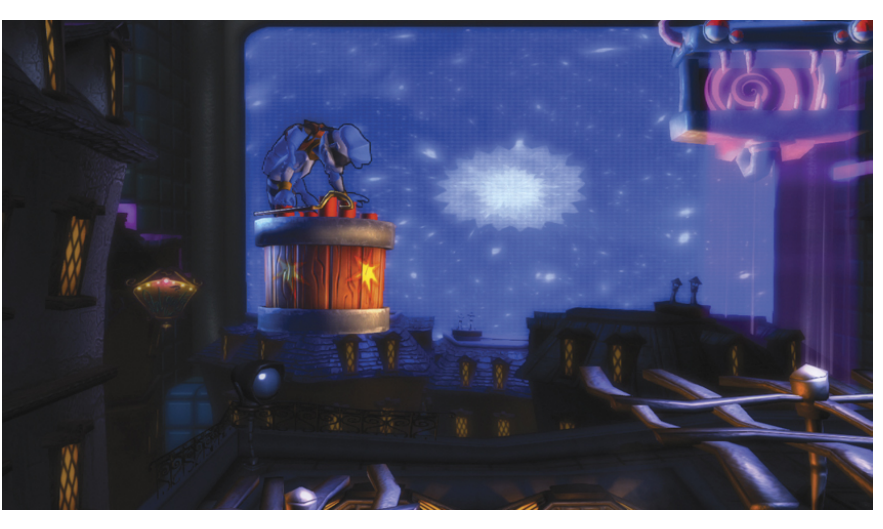
Explosive Barrel (↑ ○) is Sly's last grounded ○ maneuver, and it's an interesting one. Sly hops into a barrel full of dynamite and other explosives. Normally, this would be a terrible idea, but Sly can walk while in the barrel to maneuver closer to his foes while avoiding harm from projectiles. Pressing any face button detonates the barrel, sending the enemy flying away in an eject tornado. It's not very sneaky, but it is disorienting and momentarily confusing for the target.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Decoy	Air ○	10	Counter; active instantly	Shock	—	Sly teleports behind foe on counter
2	Air Rail Slide Plus	Air → ○	10	Travels down-forward	Shock	—	Long recovery
3	Air Explosive Barrel	Air ↑ ○	30	Cannot detonate until grounded	Eject tornado	—	—
4	Air Cap Mine	Air ↓ ○	20	Only 1 mine in play at a time	Lift	—	Halts forward momentum







Sly's aerial ○ Attacks line up with his grounded ○ Attacks evenly, but the Attacks can be used in different ways now. Air Rail Slide Plus (→ ○) travels on a downward angle from high to low, and Sly still passes through the enemy. Thanks to its aerial nature, this move can be used to either strike a grounded adversary by surprise or to create a ceiling to prevent a jumping foe from making any headway.

Air Cap Mine (↓ ○) is a safe way to plant mines, especially if Sly has the advantage of the high ground. Have Sly jump off a platform, throw a mine toward a group of enemies below, and then double jump back onto the platform to safety so you can watch the fireworks. If you're having trouble successfully planting mines on the ground, use Air Cap Mine to even things up a little.

Performing Explosive Barrel (↑ ○) in the air is a risky prospect. You can't explode until Sly touches the ground, so you must have him jump into the barrel, fall, and then immediately trigger the attack if anyone is nearby. It's risky, but if you're fond of "death from above"-style Attacks, this is your best bet, outside of Sly's Air Knockout Dive (↓ □).

Air Decoy (○) is an air counter, and it's invaluable when battling combo-heavy characters. Before you can use it properly, you need to figure out your enemy's rhythm. Do they attack at the top of their jump? On the way down? On the way up? Once you have that sorted, you will know when to pull out the Air Decoy and can enjoy being able to perform a combo against your foe with no fear of reprisal.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↑ □ , □

40AP

Don't get too flashy. This combo is simple and reliable. Even if the first hit is blocked, the second hit requires the enemy to continue blocking. By the time this combo is fully blocked, Sly will have fully recovered and should be ready to press the attack once again. If the combo hits cleanly, however, Sly knocks the attacker up and then down and earns 40AP in the process. This is a good combo to use to surprise other combatants, particularly if they like jumping in before performing a combo.

II. Against grounded foe: → △ (air), land, → □ (charge)

60AP

This is another short and sweet combo. You can delay as long as you like between activating the Explosive Barrel with ↑ ○ and triggering it with △ , but the Charged Voltage Attack (→ △) must come out as soon as the barrel explodes. You're trying to cancel out of the explosion and directly into the Charged Voltage Attack, so act quickly. Upon completion, the enemy is forced into an eject tornado, so turn your attentions to another closer target.

III. Against attacking foe: ○ , ↑ □ , □

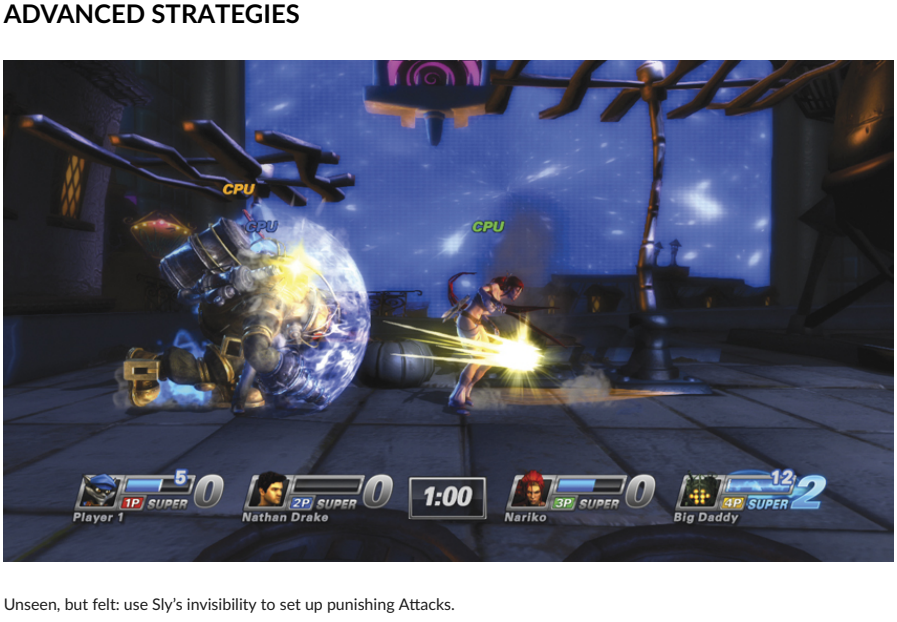
50AP

You can, and should, combo once you complete a counterattack. Time the Decoy (○) so that the enemy hits it, giving Sly a chance to shock them and teleport to their back. Then, immediately input ↑ □ , □ to complete the combo by performing a Cane Swoop. This combo is a good way to get used to the rhythm of switching between a counterattack and combo very quickly.

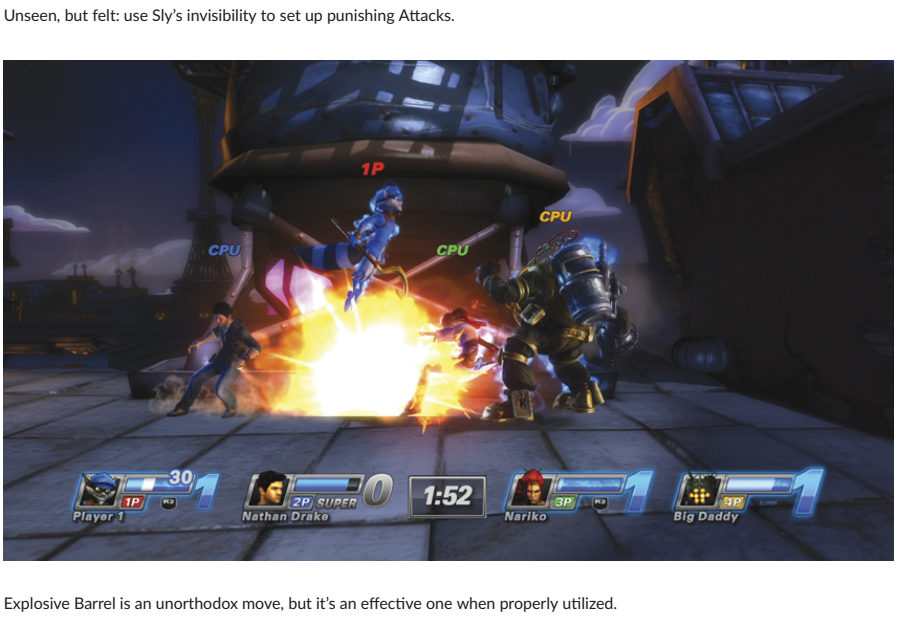
COMBO APPENDIX

Combo	+AP	Notes
↓ □ , ↑ □ , □	60	This variation on Combo I adds a sweep at the beginning for a nice boost to your total AP gain.
L1 , □ , □	45	This combo begins with Sly turning invisible and ends with an eject roll and solid AP bonus.

ADVANCED STRATEGIES



Unseen, but felt: use Sly's invisibility to set up punishing Attacks.



Explosive Barrel is an unorthodox move, but it's an effective one when properly utilized.

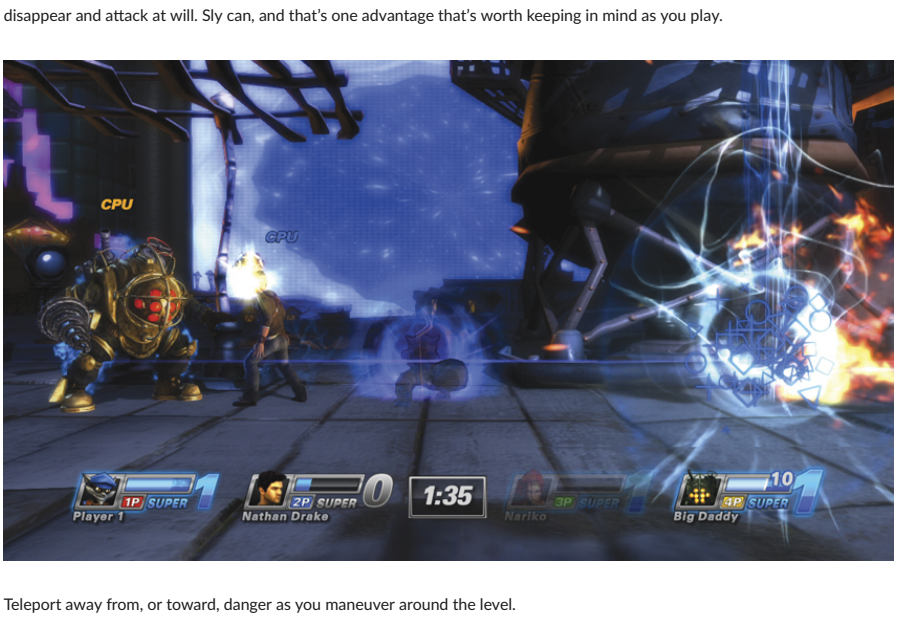
Sly takes some getting used to. He's a fast character, which suggests that he's combo-friendly, but you'll find that isn't quite true after spending some time exploring his moveset. Sly is a trap-centric character, and he gets by thanks to his dirty tricks. You should play him accordingly. Use Cap Mines (↓ ○) to trip your enemies up, and employ Air Slide Rail Plus (→ ○ in mid-air) to control where they're allowed to jump and stand.

The first step to playing Sly well is figuring out the best ways to wreak havoc on everyone else in the match. Slide Rail Plus (→ ○) can shock and lift a few enemies at once, and Sly is under no obligation to follow up on that attack. This is actually a good opportunity for mind games. Opponents expect Combos, and leaving them alone after a perfect set-up may cause them to hesitate the next time they approach Sly. Of course, the best route is to perform the combo once Sly lifts an enemy, but keep in mind the effect that upsetting someone's expectations can have. They won't know what to make of you, which gives you a license to be unpredictable.

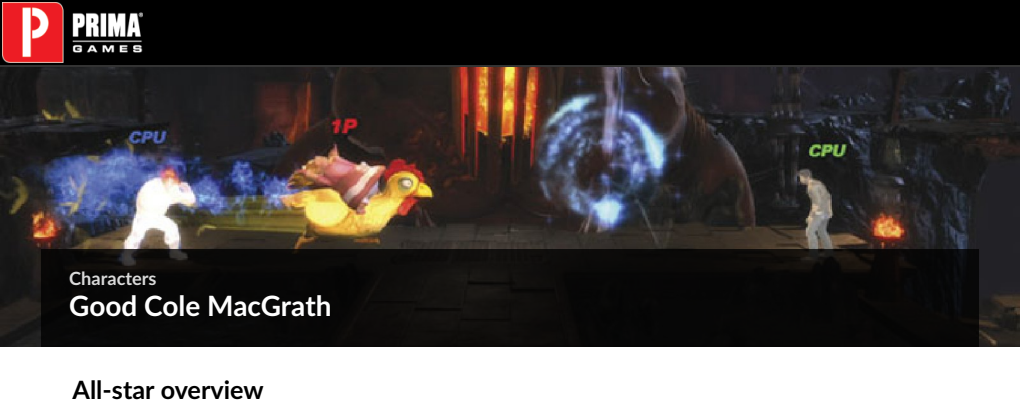
One of Sly's greatest assets is his invisibility. Hold L1 to turn invisible. After that, all you need to do to reap a nice harvest of AP is maneuver your way behind an enemy and perform a Cane Swipe 2 (□ , □) to force them to eject roll away while you earn 45AP.

Turning invisible gives Sly a huge edge, so make sure you take advantage of it. Creep around the stage and move into position without anyone noticing. If you're going to try to have Sly drop into the midst of a group of enemies and then perform Explosive Barrel (↑ ○), then remain invisible until the very last moment. Sly isn't 100% invisible and can be seen if you look closely, but if someone is in the middle of a heated battle, then their thoughts are focused on their immediate problem, not an invisible Sly. That leaves you an opening to backstab them for AP.

Between the traps and invisibility, Sly has the potential to be the most disruptive character in the game. While many characters can knock enemies out of Attacks, lay traps that inflict particular hit states, or counter incoming Attacks, no one else can disappear and attack at will. Sly can, and that's one advantage that's worth keeping in mind as you play.



Teleport away from, or toward, danger as you maneuver around the level.



Characters

Good Cole MacGrath

All-star overview

Cole MacGrath is a master of disorienting Attacks and traps. While his Attacks are straightforward on the surface, many of them have secondary functions, such as homing or a quick infusion of AP, that are hard to predict. Cole isn't the fastest character, but he definitely has more mobility options than most other All-Stars. Cole can change direction in a split second and facilitates great hit-and-run tactics. Cole builds AP by moving in with a quick combo, setting a trap, and then retreating or focusing on another target. Then, once Cole reaches 400AP, he can utilize his Level 2 Super attack, Ionic Freeze, to take on everyone else on the level at once.

WHAT DOES IONIC FREEZE OFFER TO PLAYERS, ESPECIALLY FROM A DISTANCE?

- Cole's Level 1 Super attack requires aiming and enough time to be properly used. Ionic Freeze merely requires an opening.
- The Ionic Freeze covers the entire level and is tall enough to strike enemies standing on low platforms, as well.
- After the start-up, it comes out almost instantly, giving opposing characters almost no chance to dodge.

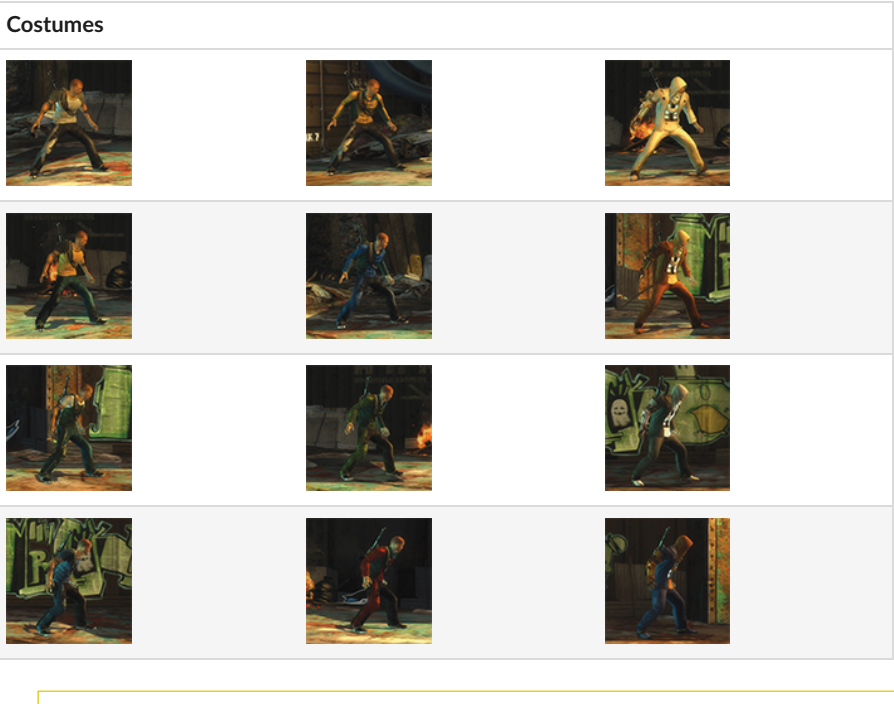
IT WORKS FROM FAR AWAY, IT COMES OUT FAST AS A WHIP, AND IT LEAVES COLE IN RELATIVE SAFETY—WHAT'S THE BEST WAY TO EARN THE 400AP FOR THE SUPER ATTACK?

- Use Cole's Sticky Grenade (→ △) to keep enemies guessing and set up Combos.
- Ice Launch (↑ ○) and Ice Barrier (↓ ○) can launch multiple adversaries into the air, setting up a rewarding combo.
- Force foes into tense situations by using the Redirect Rocket (↑ △) to surprise them with Attacks and stop their Combos.

The Ionic Freeze is an extremely useful attack, and activating it should be your primary goal. It doesn't guarantee a triple kill, but when used properly, experienced players can make sure that two or more characters are consistently caught in the blast. Cole works best at a distance, so it's only fitting that his Level 2 Super attack works from long range and strikes extremely fast.

AT A GLANCE

Costumes

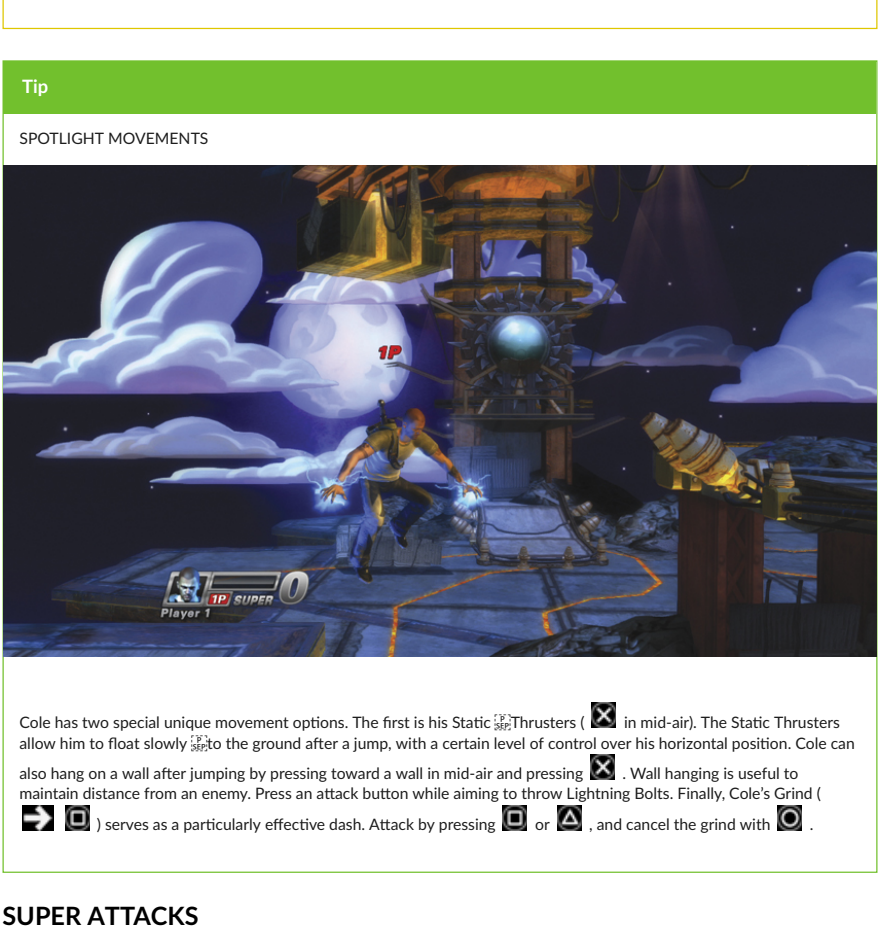


- Name: Cole MacGrath
- Series: inFAMOUS
- Character Archetype: Traps/Ranged
- AP Meter Level 1/2/3 Values: 125/400/675
- Rival Character: Raiden
- Best Matchups: Jak
- Worst Matchups: Fat Princess
- Best Level: Paris
- Worst Level: Dreamscape
- Priority Pickups: Freeze Missile

Cole MacGrath went from being a simple bike messenger to the savior of Empire City. Given powers from an exploding Ray Sphere, Cole has the ability to store, control, and unleash electricity in a variety of powerful ways. The electricity running through his body gives Cole enhanced strength, agility, durability, and reflexes, as well as a fast healing factor. On the path of good, Cole is a selfless hero who uses his powers to battle evil and injustice throughout the city.

Tip

SPOTLIGHT MOVEMENTS

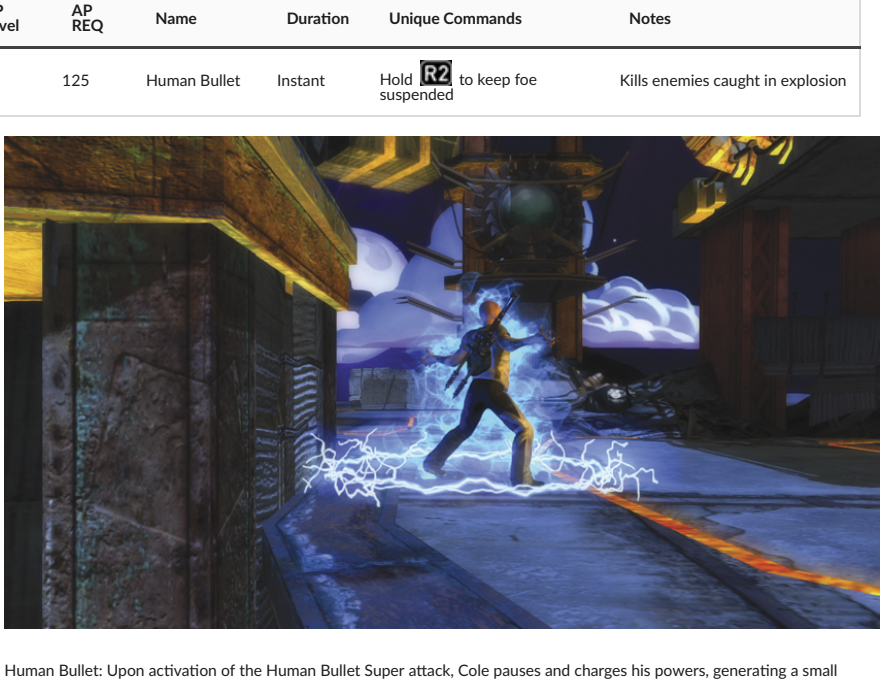


Cole has two special unique movement options. The first is his Static Thrusters (✕ in mid-air). The Static Thrusters allow him to float slowly to the ground after a jump, with a certain level of control over his horizontal position. Cole can also hang on a wall after jumping by pressing toward a wall in mid-air and pressing ✕ . Wall hanging is useful to maintain distance from an enemy. Press an attack button while aiming to throw Lightning Bolts. Finally, Cole's Grind (→ □) serves as a particularly effective dash. Attack by pressing □ or △ , and cancel the grind with ○ .

SUPER ATTACKS

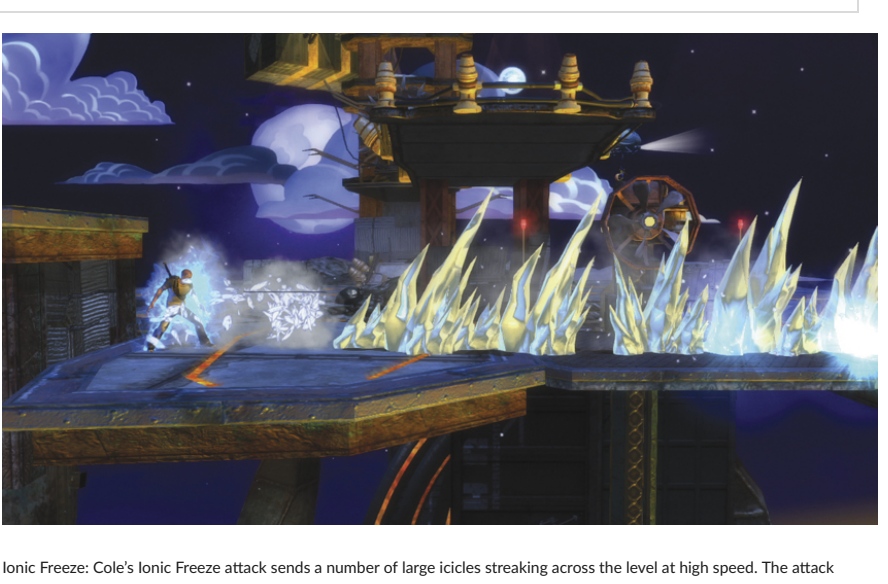
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	Human Bullet	Instant	Hold R2 to keep foe suspended	Kills enemies caught in explosion



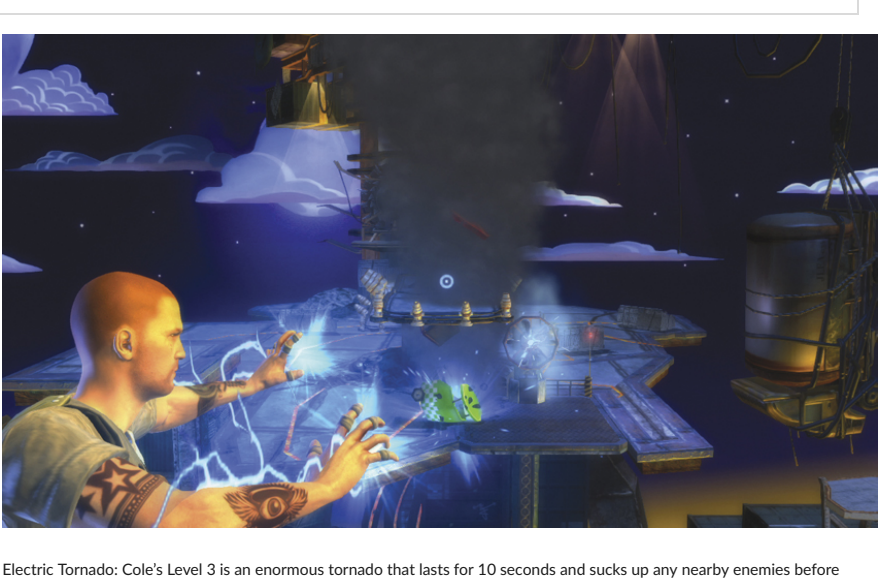
Human Bullet: Upon activation of the Human Bullet Super attack, Cole pauses and charges his powers, generating a small radius of electrical power. A single character that is caught within that radius is paralyzed and lifted into the air by Cole's powers. Pressing R2 lifts and fires the opponent away from Cole in one smooth motion, and the opponent is killed when it hits the wall. Holding R2 gives Cole time to aim to the left or right before throwing the enemy. If an enemy is hit by the thrown foe, then Cole earns two kills for the attack. Utilizing Human Bullet in heated combat is difficult, as aiming an enemy in a hectic situation is extremely difficult. Human Bullet is best used in one-on-one situations, or when you have a lot of breathing room and can take advantage of the situation.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Ionic Freeze	Instant	—	Ice continues until it hits a wall; ice falls down platforms



Ionic Freeze: Cole's Ionic Freeze attack sends a number of large icicles streaking across the level at high speed. The attack travels across the level in a straight line. When it encounters the end of a platform, the attack drops off the end and continues. The attack only stops and dissipates after hitting a wall. As a result, Ionic Freeze excels on levels with flat floors, but it isn't as effective on levels that feature a lot of vertical walls or platforms. It takes roughly two full seconds for the attack to come out, so Ionic Breeze is best triggered from distance or safety. It travels fast enough that evading it is very difficult. The spikes on the icicles are tall enough to prevent characters from simply jumping over it, and double jumping over it requires more time than most enemies have to give. If you can put a little bit of distance between Cole and his adversaries, then you can use Ionic Freeze with impunity and go for multiple kills at once.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	675	Electric Tornado	10 seconds	Use ← / → to move tornado	—



Electric Tornado: Cole's Level 3 is an enormous tornado that lasts for 10 seconds and sucks up any nearby enemies before killing them. Cole activates the tornado from a position of safety, and the tornado itself is controlled with ← and → . Electric Tornado is great on narrow or small stages but has issues on stages with wide-open areas. Since the Electric Tornado moves slowly, it can be difficult to chase down opponents that are doing their level best to dodge your attack. Trigger Electric Tornado when two or three enemies are in a group together, and never use it to kill just one foe. You're in no danger when using Electric Tornado, but there's no point in wasting 675AP for a whiffed attack.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Amp Launch	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	Combo starter

Amp Launch: Cole grabs his enemy, slides under them, and then knocks them into the air with the Amp. If you follow this throw with a jump and □ □ , Cole can earn additional AP. When in trouble, use Amp Launch to toss the opponent high into the air, and then escape with a Grind (→ □).

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Body Toss	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Body Toss: Cole swings around the enemy after anchoring the Amp on their body, and then uses that force to fling the foe in the opposite direction Cole was facing when the throw began. This throw is difficult to follow up on, but it is fantastic when you need to create some space between Cole and a challenger or force them into a Hazard.

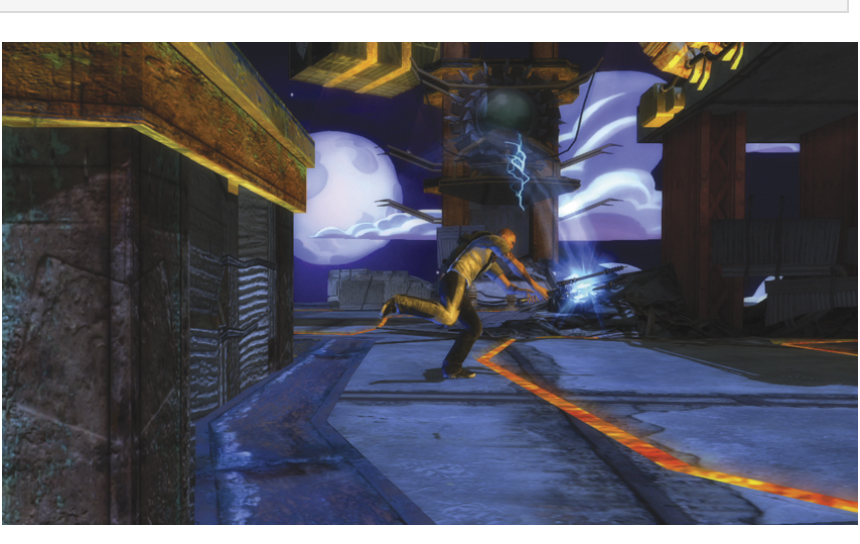
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Amp Slam	Right stick ↓	15%	Unblockable; 30AP of super armor; Cole falls through thin platforms if no action taken by player	KD	Forces foe to fall through thin platform

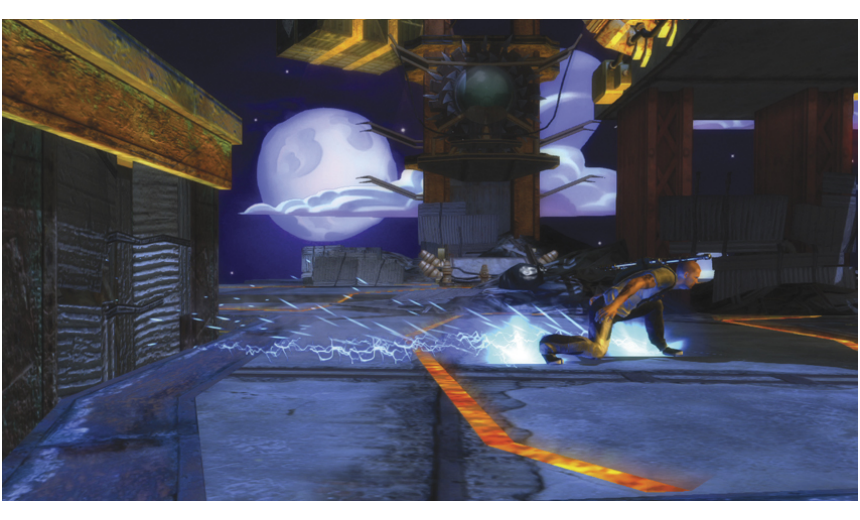
Amp Slam: The Amp Slam is a downward smash with the Amp that knocks the enemy to the ground. This move is best used to break the momentum of a foe, rather than as an attack that can be used to set up further Combos. The smash leaves Cole within striking range of the downed enemy, however, so be sure to protect Cole while his adversary's invincibility frames are active.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Amp Swing 1	□	5	—	—	—	—
-	Amp Swing 2	□, □	5	—	—	—	—
-	Amp Swing 3	□, □, □	30 (Amp), 20 (Palm)	Random animation on final hit	Eject roll (Amp); crumple (Palm)	—	—
2	Grind	→ □	—	Cole passes through opponents	—	□, △	Press ○ to stop
-	Gigawatt Blades Combo	→ □, □	5, 20	—	Full launch	✕	—
-	Leaping Shoulder Tackle	→ □, △	20	Leaves Cole airborne	Full launch	—	Action OK at top of leap
3	Amp Explosion	↑ □	20	—	Lift	—	—
4	Thunder Drop	↓ □	20	—	Butt-drop	—	Vulnerable during start-up





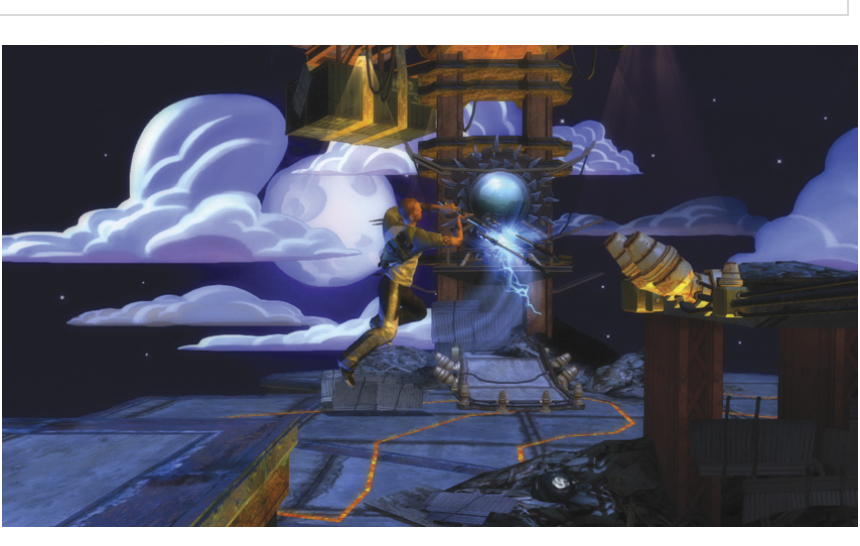
The most important move in Cole's □ Attacks is definitely his Grind (→ □). It's a fast dash that sends Cole shooting across the level horizontally. When he hits the edge of a platform, the dash stops, and he drops to the ground. Grind can be canceled in a pinch with ○ or used to set the Gigawatt Blades Combo or Leaping Shoulder Tackle. Gigawatt Blades Combo earns Cole a total of 25AP, in addition to fully launching an opponent. Jump canceling out of the Gigawatt Blades Comic opens the enemy up to an air combo, as well.

Grind is very versatile, and it can be used to both set up a lengthy combo or to escape from a particularly difficult foe. Grind passes through enemies like a dodge roll, as well, though Cole is not invincible when grinding.

The beauty of Grind is that it allows Cole to quickly move across the stage and instantly transition into a combo worth anywhere from 50 to 70AP. Another good idea is to use Grind to get close to an enemy, cancel the grind, and then immediately go into Amp Swing 3 for 30-40AP. When Amp Swing 3 ends, the opponent is either left to crumple or knocked away from Cole, giving Cole a chance to escape and set up another hit-and-run attack. Cole excels when you can gain a burst of AP and then retreat to regroup for another series of Attacks.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Amp Swing 1	Air □	5	—	—	□	—
-	Air Amp Swing 2	Air □, □	20	—	KD	—	—
2	Lightning Tether	Air → □	5	Pulls Cole toward foe or wall on contact	Stun	—	May only be done once until grounded; cancelable into any action on hit
3	Air Amp Explosion	Air ↑ □	20	—	Lift	—	—
4	Air Thunder Drop	Air ↓ □	20	Active until grounded; ground version occurs if done at low altitude	Butt-drop; lift (aerial foe)	—	Wider area of effect than ground version



Cole's Air Amp Swing 2 is useful to squeeze out a few more AP from the enemy in an air combo, and Air Amp Explosion is great at surprising foes from below. But for the most part, Cole's air game is based around closing the range between Cole and his challenger.

Lightning Tether doesn't earn a lot of AP (just 5AP), but it is invaluable as a combo extender. It pulls Cole toward an airborne enemy at a fast speed, and Cole can then continue his combo without a break. Cole's Air Amp Swing doesn't have a particularly long range, so Lightning Tether is perfect for getting just a little closer.

Getting suspended in mid-air by an enemy is no fun, but the Air Thunder Drop solves that problem with ease, in addition to being a powerful attack in its own right.

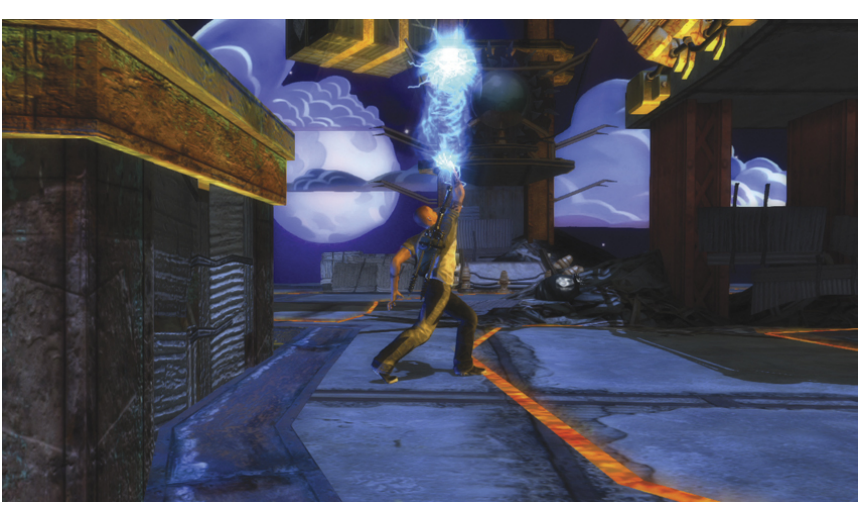
It forces Cole to fall to the ground, and the resulting impact hurts adversaries. The farther Cole falls, the greater the hit effect. When falling from a great height, afflicted opponents eject spiral out of the way.

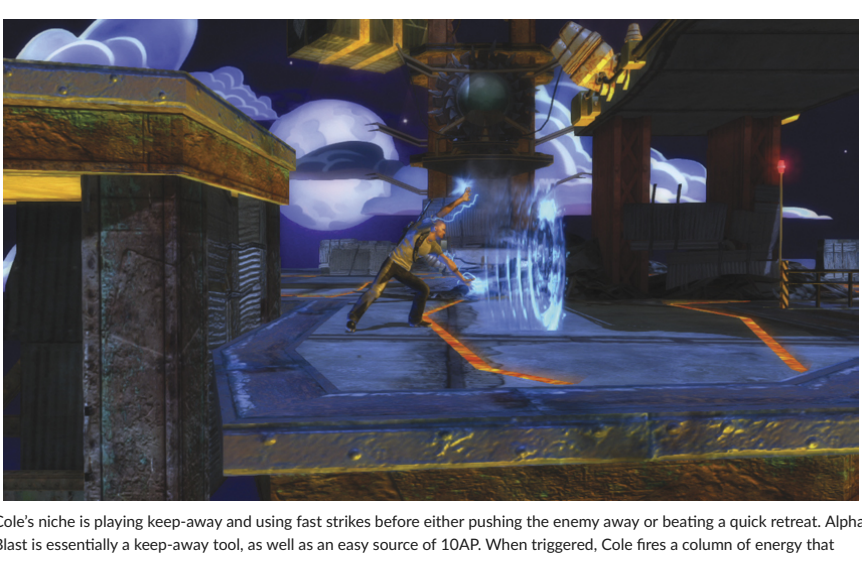
If you keep in mind that Cole should hit and run, how to combine and fully utilize his AIR Attacks should become clear. Following a launcher with Lightning Tether, and then Lightning Tether with Air Amp Swing 2 is great, as the downward smash at the end of Air Amp Swing 2 gives Cole plenty of breathing room. Combine the Air Amp Explosion and the Air Thunder Drop to prevent enemies from attacking Cole from above and below simultaneously. Keep Cole's attackers at a distance, and only get close to earn AP.

△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Lightning Bolts	△	5	+35AP for five hits in a row	Stun (after five bolts)	—	Hold △ for rapid fire; press ↑ or ↓ to aim
2	Sticky Grenade	→ △	20	Explodes after three seconds; sticks to walls and foes	Lift	→ △	Repeatable
3	Redirect Rocket	↑ △	20, 30 (tag)	Use △ to tag object as target	Lift; eject tornado (tag)	—	Homes in on enemies hit with △
4	Alpha Blast	↓ △	10	—	—	—	Pushes back opponents





Cole's niche is playing keep-away and using fast strikes before either pushing the enemy away or beating a quick retreat. Alpha Blast is essentially a keep-away tool, as well as an easy source of 10AP. When triggered, Cole fires a column of energy that forces enemies back roughly a full character width. It earns 10AP with each strike, and it is a good tool for avoiding close-range Attacks.

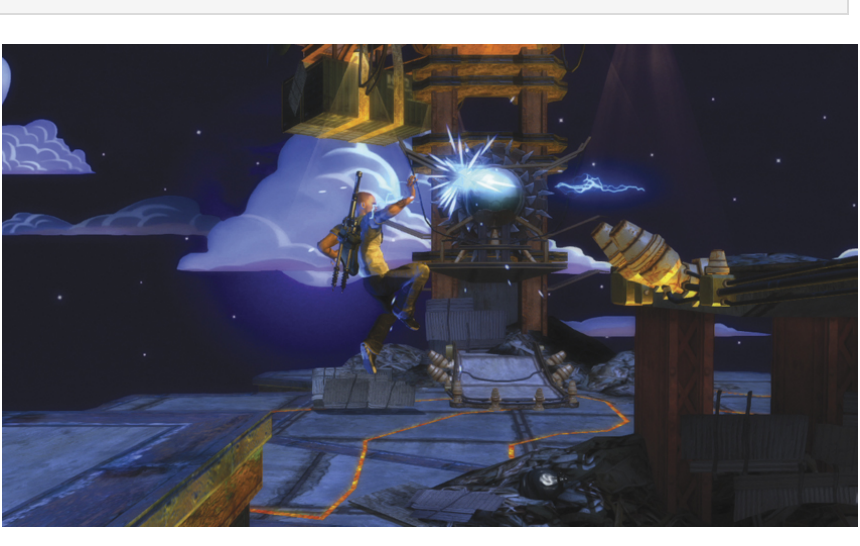
Things get exciting when you factor in Lightning Blasts and Redirect Rocket. Lightning Blasts don't inflict much damage, but Cole receives 35AP if he can successfully strike an enemy with five of them in a row. The blasts are effective from medium range and earn Cole 5AP with each successful strike.

The Redirect Rocket is a useful tool that requires a bit of forethought for proper usage. Cole fires a blast directly overhead that slowly floats into the air before dissipating. After a Redirect Rocket has been fired, Cole can redirect the blast by fighting a Lightning Blast. The blast selects a target for the rocket, which immediately changes direction and homes in on the target. The rocket does not pass through platforms, however, so aim carefully.

Sticky Grenades are a crucial tool in Cole's arsenal. They travel in an arc through the air and explode after three seconds have passed. They stick to enemies, walls, and platforms, and they have a small area of effect when they explode. Sticky Grenades are invaluable and should be used to disrupt the enemy and force them to stay on guard and at a distance when facing Cole. If someone corners Cole, use Sticky Grenades to force them to retreat.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Lightning Bolts	Air (hold) △	5	+40AP for five hits in a row	Stun (after five bolts)	—	Hold △ for rapid fire; stops when grounded
2	Air Sticky Grenades	Air → △	20	Explodes after three seconds; sticks to walls and foes	Lift	—	—
3	Air Redirect Rocket	Air ↑ △	20, 30 (tag)	Use △ to tag target	Lift	—	Homes in on enemies hit with △
4	Air Alpha Blast	Air ↓ △	10	—	—	—	Pushes back opponents



Cole's air △ Attacks function almost identically to his ground △ Attacks. Alpha Blast now travels in a downward and diagonal line instead of a purely horizontal one, for example. There are a few statistical changes, as well, but the way the moves perform and their usefulness remain unchained. The only difference now is that the Attacks begin in the air rather than at ground level.

Sticky Grenades are the most useful air △ attack in Cole's arsenal. While Alpha Blast is great for maintaining distance, liberal use of Sticky Grenades forces enemies to think twice before approaching Cole. They come out quickly, and their arc makes avoiding them a little more difficult than it looks. Cole can generally only throw one grenade per jump or double jump, but that's plenty to enforce your personal boundaries. The three-second timer encourages adversaries to find safety rather than press the attack.

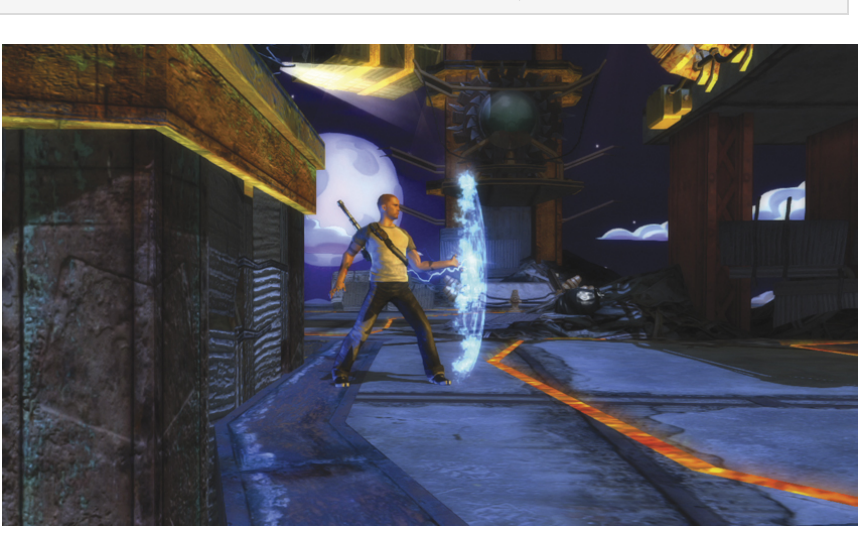
Managing the Redirect Rocket is harder in mid-air, but there are still a couple sneaky tricks that are worth pulling. It is sometimes difficult to tell a Redirect Rocket from an Air Amp Explosion. It's possible to fool your enemy into thinking that you fired an Air Amp Explosion, particularly if you've utilized that move previously. Fire off a Redirect Rocket when you double jump or use Ice Launch, and then quickly find a target to hit with a Lightning Blast.

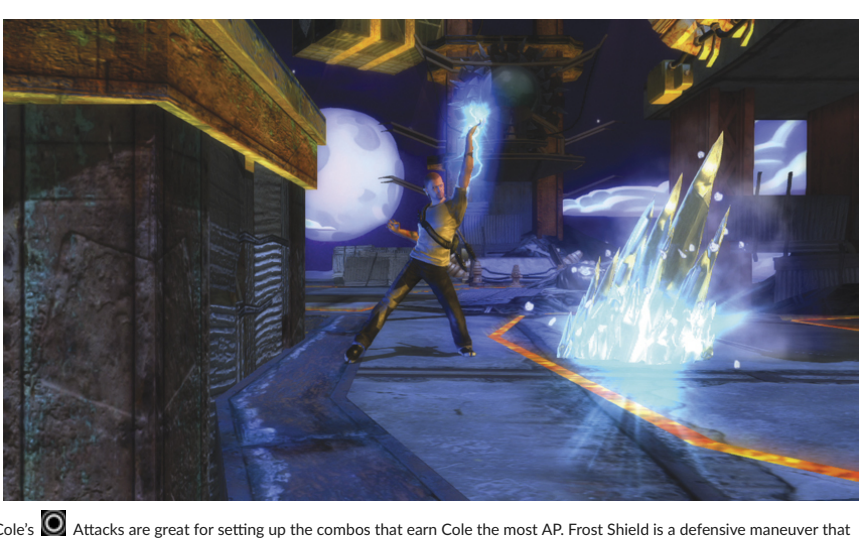
Misdirection and discouragement are key components of Cole's air game, and they can save the day here. Show that chasing Cole around the sky is more trouble than it's worth by hitting enemies with grenades and rockets from every angle.

○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Frost Shield	(hold) ○	Projectile value	Absorbs projectiles; two-second duration	—	—	Immobile while active; slow recovery
2	Freeze Rocket	→ ○	10	—	Freeze	—	—
3	Ice Launch	↑ ○	20	Launches Cole	Full launch	—	Counts as double jump; disables air version
4	Ice Barrier	↓ ○	20	Ice duration of one second	Lift (direct hit)	Any attack	Attack OK moment ice is formed





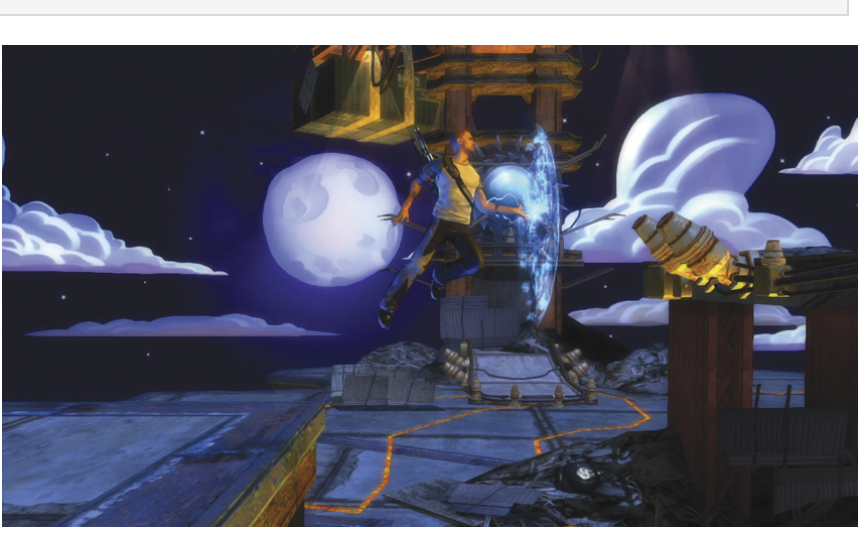
Cole's ○ Attacks are great for setting up the combos that earn Cole the most AP. Frost Shield is a defensive maneuver that absorbs projectiles and adds their AP Gain value to his Super Meter. It lasts for two seconds, and Cole is immobile and open to attack while it's active.

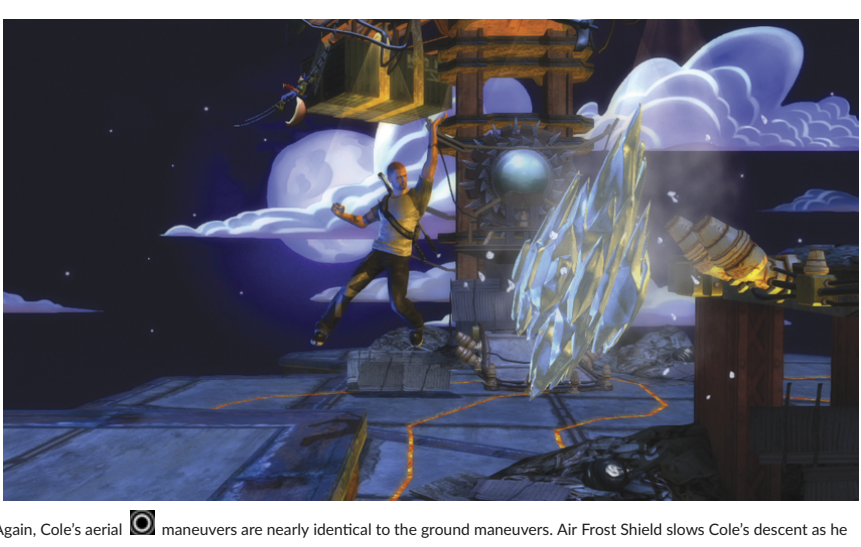
Ice Launch and Ice Barrier are both great moves to facilitate aerial Combos. Ice Launch has a narrower range than Ice Barrier but launches enemies high into the air, allowing for lengthier air Combos. Ice Barrier, on the other hand, is great for quick'n'dirty near-ground level Combos that earn upwards of 50AP at once.

Properly utilizing Cole's Freeze Rocket requires a bit more thought. It has a long recovery period, and the freeze hit effect only lasts for a single second. Freeze Rocket is best used to facilitate another attack or fast retreat rather than serving as an attack unto itself. Use it to guarantee a combo opener or to freeze an opponent in place near a Hazard. Be wary when using it in groups, however, as Cole's wind-up and recovery definitely put him in harm's way.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Frost Shield	Air ○	Projectile value	Absorbs projectiles; two-second duration; slows descent	—	—	Immobile while active; slow recovery
2	Air Freeze Rocket	Air → ○	10	—	Freeze	—	Long recovery
3	Air Ice Launch	Air ↑ ○	20	Can only be used once until grounded	KD	—	Counts as double jump; disabled by ground version
4	Air Ice Barrier	Air ↓ ○	20	Ice duration of one second	Lift (direct hit)	—	—





Again, Cole's aerial ○ maneuvers are nearly identical to the ground maneuvers. Air Frost Shield slows Cole's descent as he falls and also absorbs any incoming projectiles. It isn't as effective at reducing the speed of Cole's descent as Static Thrusters, but Cole has a higher probability of getting a nice amount of AP if he blocks an attack with the Frost Shield. Whether or not that is a fair trade depends on the situation. The difference in speed between Air Frost Shield and Static Thrusters is tiny but can mean the difference between falling directly into a Hazard or combo and safely landing when an enemy is vulnerable. Stay cognizant of the situation, and be ready to adjust on the fly. Both are safe options, depending on the foe's approach.

Air Freeze Rocket, when used in mid-air, freezes an adversary in place for one second before allowing them to air recover and fall to the ground. This allows you to either follow up with a combo or to simply leave them in place while having Cole retreat to get your bearings. It has a very short range, but it comes out quickly and can easily disrupt someone else's gameplan.

Air Ice Launch and Air Ice Barrier provide Cole with great defensive options. Air Ice Barrier has a relatively large area of effect and can easily knock an enemy out of the air or stop an oncoming combo cold. Cole drops a heavy block of ice whenever he performs an Air Ice Launch, and that ice can stop the upward movement of another character and award Cole with 20AP in the process. Use these Attacks to keep opponents on their toes while moving into position to set up a strong offensive maneuver.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Aginst grounded foe: → △ , → □ , △ , ↑ □

60AP

Cole's bread and butter combo earns 60AP every time and is quintessential Cole. It combines a series of quick Attacks for fast AP gain and leaves Cole in relative safety at the end of the combo. He lands before the opponent, which means you have a chance to have him escape or press the attack with a Grind (→ □ to press or ← □ to escape), or even set up another attack, such as a Redirect Rocket (↑ △).

This combo works well because it is easy to do. Connecting with an Amp Explosion (↑ □) after a Leaping Shoulder Tackle (→ □ , △) doesn't always work, but the addition of a Sticky Grenade explosion keeps the enemy in place long enough to tack on the extra hit. As long as the grenade goes off after the adversary is launched into the air, the Amp Explosion hits.

II. Against grounded foe: → □ , □ , ↑ ○ , → □ , ↑ □

70AP

This combo is a bit more difficult to pull off, thanks to some tricky timing, but it's well worth it. The tricky part is activating the Lightning Tether (→ □) as soon as possible using Ice Launch (↑ ○) and then immediately following it up with the Amp Explosion (↑ □) before the enemy has a chance to perform an air recovery. With good timing, Cole moves closer to the foe in mid-air. With bad timing, Cole whiffs the Lightning Tether and either falls to the ground or is pulled toward whatever he tethered by accident.

III. Against grounded and cornered foe: → △ , → , □ , ↑ △

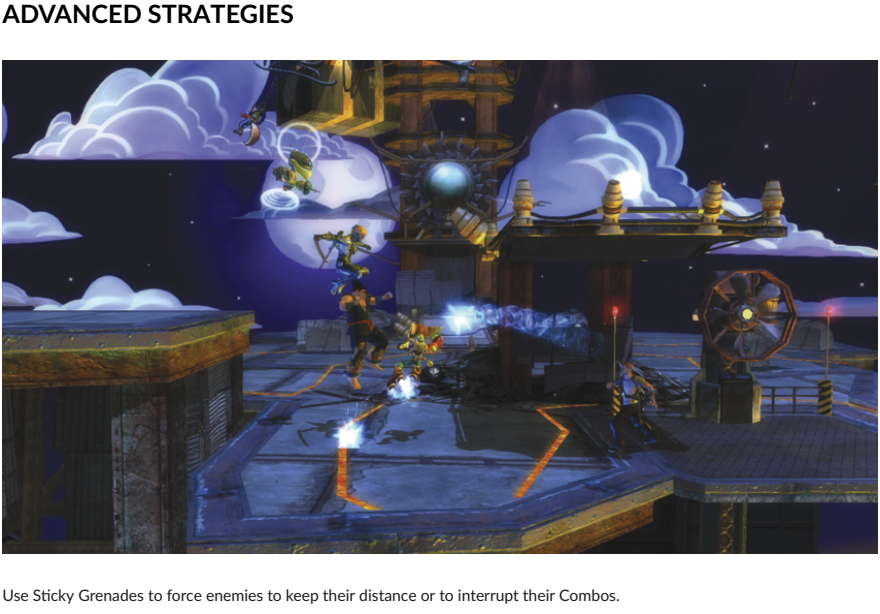
65AP

If you have an enemy pressed up against a wall, use this fast combo to earn 65AP. This combo works because the Sticky Grenade (→ □) that opens the combo actually explodes at the end of the combo, forcing the enemy to hit the wall. It isn't a full wallbounce, but it's just enough to put Cole's opponent in the right place for the upward-moving Redirect Rocket (↑ △). The Redirect Rocket would miss if this weren't a corner combo, but the presence of the wall and the Sticky Grenade prevents foes from performing an air recovery and moving out of the way.

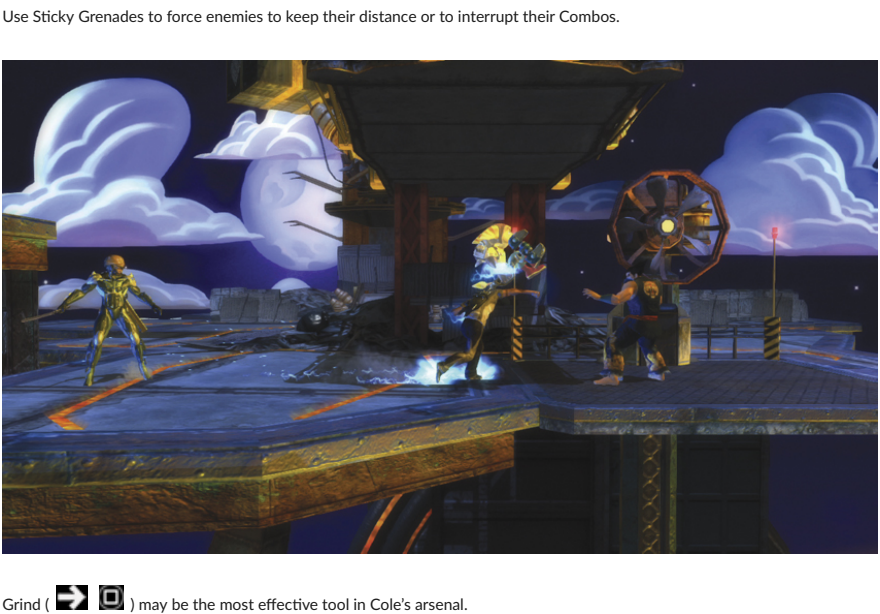
COMBO APPENDIX

Combo	+AP	Notes
→ □, □, ↑ ○, ↓ ○	55	Cole lands long before the enemy does, so follow this combo up with → △ or ↑ ○ , □ □ as the opponent falls to keep them on their toes.
→ △, → □, ○, ↑ ○, □, □	65	It requires tight timing, but nailing the □ , □ smashes the challenger to the ground, leaving room for Cole to float down.

ADVANCED STRATEGIES



Use Sticky Grenades to force enemies to keep their distance or to interrupt their Combos.



Grind (→ □) may be the most effective tool in Cole's arsenal.

Play Cole like a boxer. Stick and move. Hit and run. Cole is at a disadvantage in close-quarters combat, thanks to the start-up time and low striking power of Lightning Blasts. At the same time, Cole soars when you play him as a disruptive character. Harass the opposing characters with a constant onslaught of Sticky Grenades, Freeze Rockets, and Redirect Rockets. The less comfortable they feel getting close to Cole, the less likely it is that they'll be able to earn a ton of AP while battling him.

Don't play it too safe, however. Don't forget the "stick" in "stick and move." Grind lets Cole quickly close the distance between himself and an opponent and provides an escape route, as well. Take your Combos 50-70AP at a time, and then back down for a breather before rushing back into the fray. Keep an eye on the adversaries you aren't currently engaged with just to be sure that they don't stop your Combos cold.

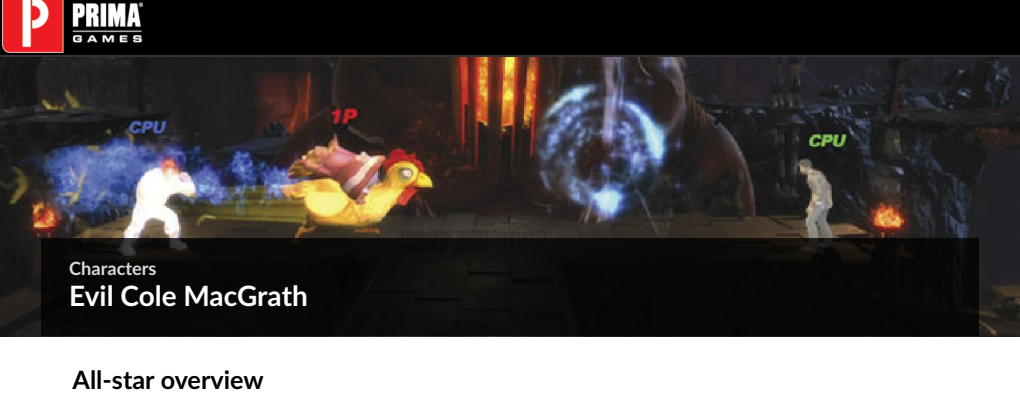
When facing groups of enemies, use Sticky Grenades and Redirect Rockets as crowd control. They come out slowly, but players are going to try to have their characters avoid the Attacks on instinct, so get some distance and go wild. Firing a Sticky Grenade and immediately following it with an Induction Grind can catch an adversary mid-counterattack, even if they block the grenade.

Mix it up. Grinds are essential, but use Freeze Rockets and Ice Barriers to stop your enemies dead or to force them into a juggle. Cole's moves fit together like puzzle pieces, but make sure to vary the order you use them in. Sometimes transitioning from a Freeze Rocket to a Sticky Grenade becomes predictable, which means that Cole is going to be mercilessly punished for his repetition.

Use AIR Attacks like Lightning Tether or Ice Launch to alter Cole's position or your enemy's position. Characters jumping after you can be shut down with a well-timed Ice Launch, while Lightning Tether can grab an opponent that's just a little too far away and pull them into striking range.

Stick and move strategies work best, and let Cole build up to his Level 2 Super attack quickly. Once you reach that level, use the move as soon as possible, preferably when every enemy is on the lowest floor of the stage. Knocking an attacker away with an Amp Swing 3 and then activating the Super attack is particularly effective.

Lightning Blasts can be a useful move for earning AP, but the move is difficult to pull off in match play.



Characters

Evil Cole MacGrath

All-star overview

Evil Cole provides an interesting conundrum: why should you use him over Cole, or vice versa? The answer is easy. Evil Cole is a more aggressive take on Cole, and his Attacks allow him to easily crush his foes from close to medium range. Considering how effective his Ionic Drain Super attack is, Evil Cole is a force to be reckoned with.

WHY SHOULD YOU PLAY AGGRESSIVELY AND BUILD UP TO A LEVEL 2 SUPER ATTACK?

- Evil Cole can earn bursts of AP quickly with minimum effort.
- Ionic Drain has an area of effect that is fantastic for close-quarters combat.
- Dominating the match with aggressive play results in efficient and effective AP gain.

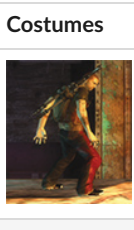
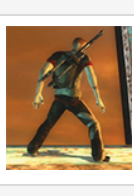
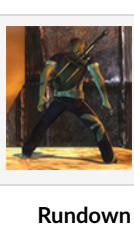
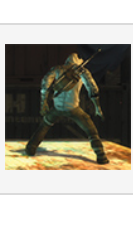
HOW DO YOU EARN THE 325AP NECESSARY FOR IONIC DRAIN?

- Use Evil Cole's THROWS in concert with ejections to safely earn AP.
- Punish characters that jump in with anti-AIR Attacks.
- Trap opponents with an Oil Spike to set up a long combo.

Play Evil Cole faster and looser than you would traditional Cole. Instead of hitting and running, stay in your enemy's face, and keep hammering them with combo Attacks and traps. If you can lock them down and earn AP quickly, you can easily turn the tide of a match. Once you reach Level 2, continue earning AP, but begin looking for a way to catch at least two adversaries in the Ionic Drain.

AT A GLANCE

Costumes

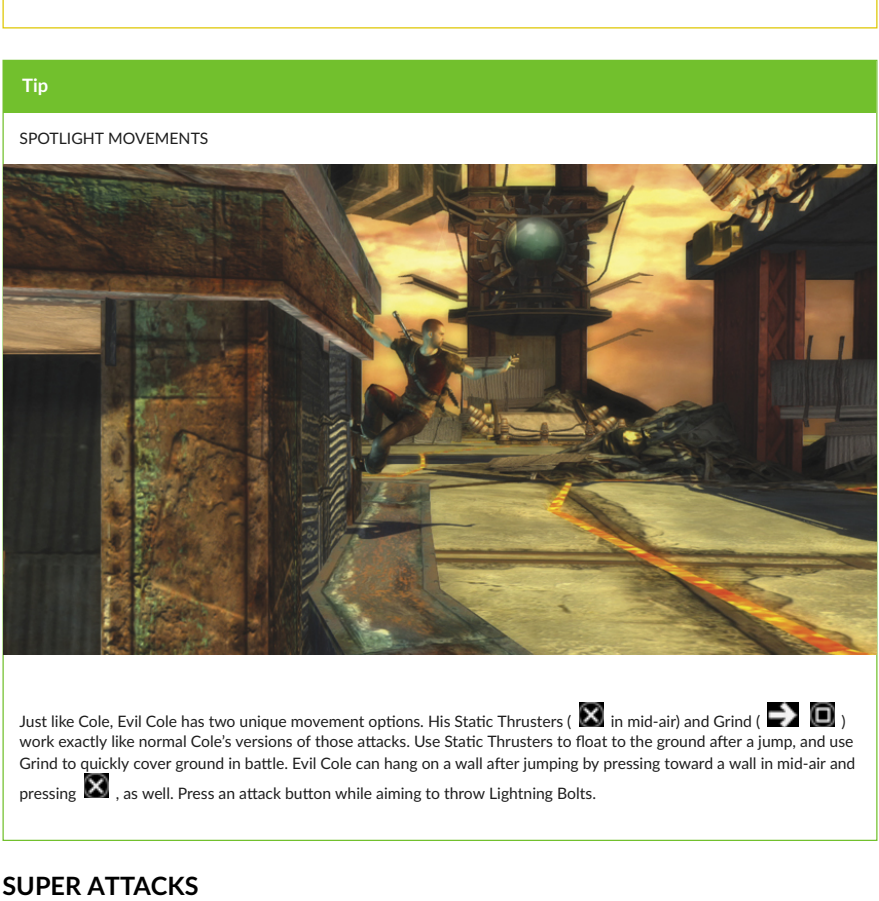
Rundown

- Name: Cole MacGrath
- Series: inFAMOUS
- Character Archetype: Aggressive
- AP Meter Level 1/2/3 Values: 125/325/750
- Rival Character: Fat Princess
- Best Matchups: Radec
- Worst Matchups: Fat Princess
- Best Level: Metropolis
- Worst Level: Dreamscape
- Priority Pickups: Freeze Missile

Granted dangerous new abilities by the Ray Sphere, Cole is consumed by a thirst for more power, however it can be gained. His remorseless and single-minded path shapes his powers toward the sinister and destructive, turning him into a shell of his former self. Indeed, his increase in power comes at a cost to his opponents, as he sucks life out of others to heal himself more quickly.

Tip

SPOTLIGHT MOVEMENTS

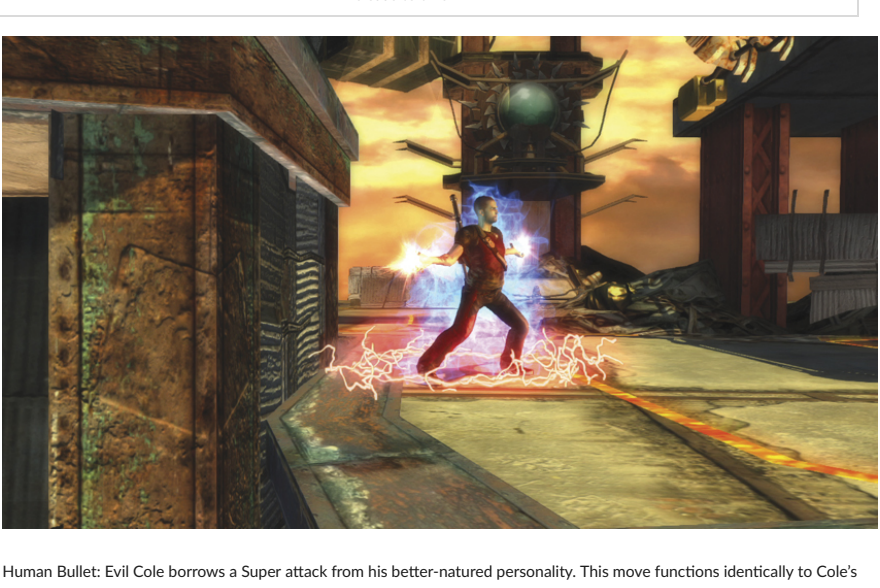


Just like Cole, Evil Cole has two unique movement options. His Static Thrusters (✕ in mid-air) and Grind (→ □) work exactly like normal Cole's versions of those attacks. Use Static Thrusters to float to the ground after a jump, and use Grind to quickly cover ground in battle. Evil Cole can hang on a wall after jumping by pressing toward a wall in mid-air and pressing ✕ , as well. Press an attack button while aiming to throw Lightning Bolts.

SUPER ATTACKS

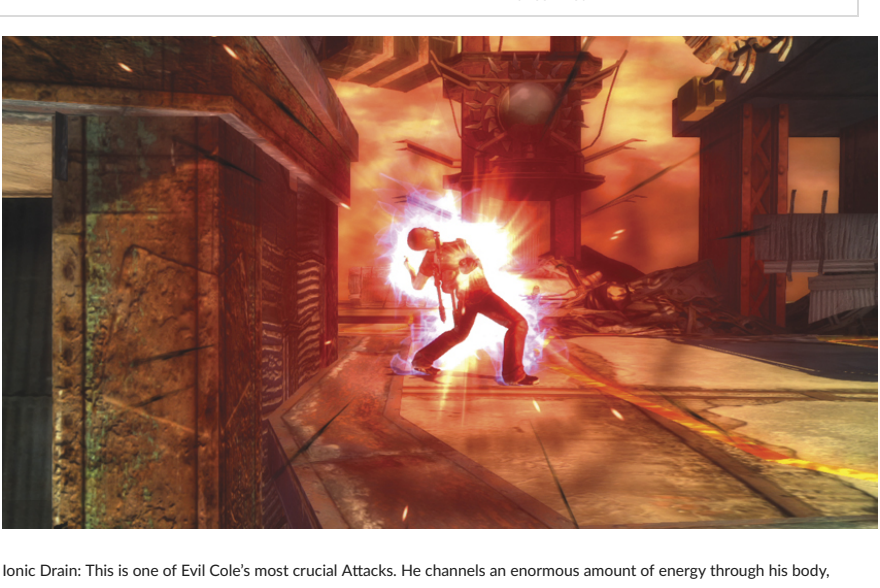
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	Human Bullet	Instant	Hold R2 to keep enemy in place; release to throw	Kills foes caught in explosion



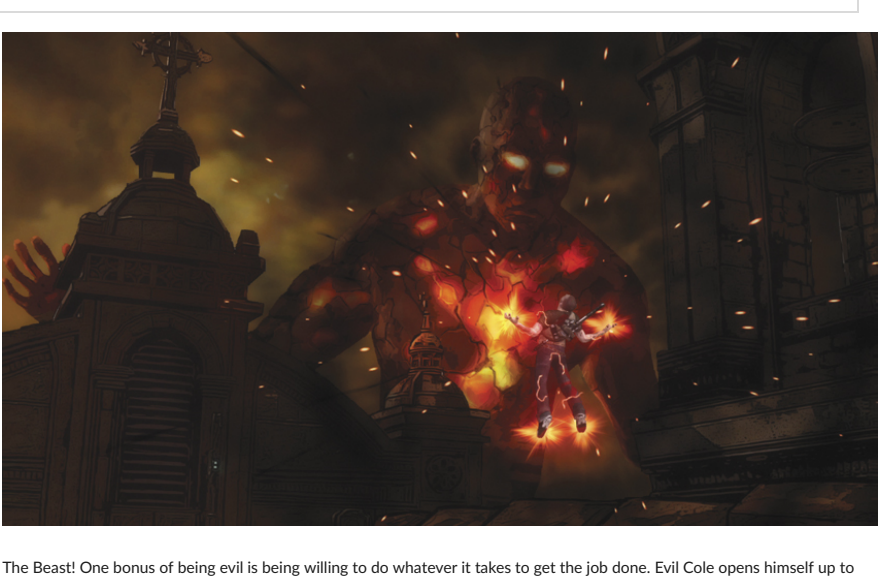
Human Bullet: Evil Cole borrows a Super attack from his better-natured personality. This move functions identically to Cole's version of the attack. Evil Cole flexes, generating a small radius of energy. Any one enemy caught within its radius is lifted into the air and suspended for a moment. Hold R2 to aim the attacker left or right. Release the button to shoot the foe in the indicated direction. Enemies that are struck by a thrown enemy are killed. Beware, however: it's difficult to get multiple kills with this Super attack.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	325	Ionic Drain	Four seconds	—	Active instantly; AP ejected from opponents once killed



Ionic Drain: This is one of Evil Cole's most crucial Attacks. He channels an enormous amount of energy through his body, creating a radius of malevolent energy. Any enemy that is caught within this blast is killed once Evil Cole stops channeling energy, and killed opponents drop AP. Getting a triple kill with this move refills your Super Meter three-fourths of the way to Level 1. This move is fantastic when Evil Cole is surrounded or near several adversaries at once. It has a nice range, but the move leaves Evil Cole vulnerable if it whiffs.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	The Beast!	15 seconds	□ : fireball; △ : energy beam; ○ : energy bubble	○ draws opponents to E. Cole



The Beast! One bonus of being evil is being willing to do whatever it takes to get the job done. Evil Cole opens himself up to the Beast and turns into power incarnate. He can fire energy blasts that can defeat several characters at once. He can also create a tether that forces enemies to approach him, leaving them vulnerable to his energy blasts. On top of that, he can fire a beam of energy into the air to prevent foes from escaping him by jumping over his head.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Amp Launch	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	Combo starter

Amp Launch: Evil Cole grabs his enemy, slides under them, and then knocks them into the air with the Amp. If you follow this throw with a jump and □ □ , Evil Cole can earn additional AP. This move functions identically to Cole's version.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Body Toss	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Body Toss: Evil Cole swings around the enemy after anchoring the Amp on their body, and then uses that force to fling his challenger in the opposite direction Evil Cole was facing when the throw began. Utilize this maneuver to force opponents into contending with Hazards.

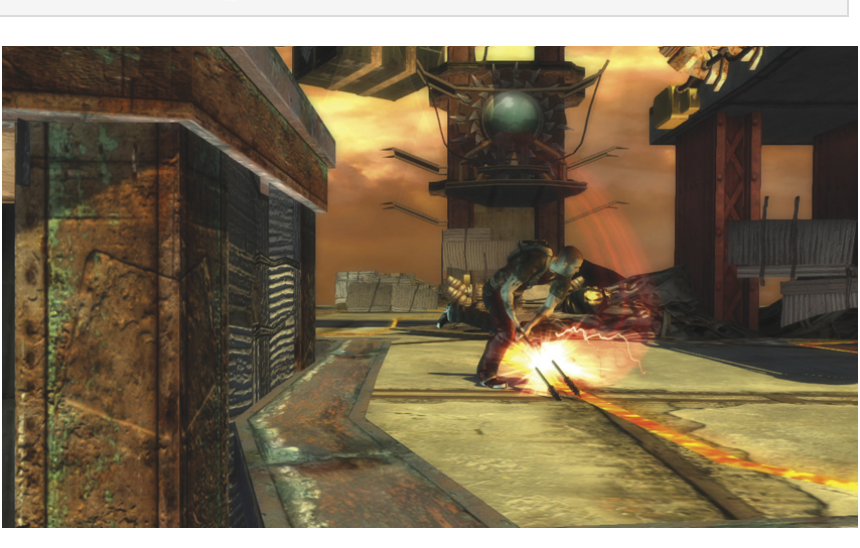
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Choke Slam	Right stick ↓	15%	Unblockable; 30AP of super armor	Bounce	Combo starter; forces foe to fall through thin platform

Choke Slam: The Choke Slam is a downward smash with the Amp that knocks the enemy to the ground. This move is best used to break the momentum of a foe, rather than as an attack that can be used to set up further Combos. The smash leaves Cole within striking range of the downed enemy, however, so be sure to protect Cole while his adversary's invincibility frames are active.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Amp Swing 1	□	5	—	—	□	—
-	Amp Swing 2	□ , □	5	—	—	□	—
-	Amp Swing 3	□ , □ , □	30	—	Eject roll	—	Random animation on final hit
2	Grind	→ □	—	—	—	□ △	Press ○ to stop
-	Gigawatt Blades Combo	→ □ , □	5, 20	—	Full launch	✕	Action OK after second hit
-	Leaping Shoulder Tackle	→ □ , △	30	—	Eject tornado	—	Action OK at top of leap
3	Amp Blast	↑ □	20	—	Lift	—	—
4	Thunder Drop	↓ □	20	—	Butt-drop	—	—



The vast majority of Evil Cole's □ Attacks function similarly to Cole's □ Attacks. Grind (→ □) is still an essential part of Evil Cole's offensive strategy and an extremely effective way to cover great distances quickly. Amp Swing 3 (□ , □ , □) is a great combo, but now it always results in an eject roll, rather than a random crumple after the third strike. Gigawatt Blades Combo (→ □ , □) remains a viable and effective opening salvo in a combo. Evil Cole's Thunder Drop (↓ □) remains the same, as well.

Knowing and understanding the differences between Cole and Evil Cole are essential to properly playing Evil Cole. Leaping Shoulder Tackle (→ □ , △) for Cole is an effective launcher. For Evil Cole, Leaping Shoulder Tackle THROWS the foe into an eject tornado, which is difficult to follow up on without the use of a wallbounce and fantastic timing. Expect to see variations minor and major on the Attacks that Evil Cole shares with Cole, and make it a point to drill so that you don't accidentally attempt a Cole combo with Evil Cole.

Evil Cole's unique □ attack is Amp Blast (↑ □). Evil Cole quickly draws and sheathes his Amp in one smooth motion, creating a spark of energy above and to the side of his body. This speedy move can strike a standing or airborne enemy with ease and earns 20AP upon completion of the attack. This is a useful tool, as it allows Evil Cole to counter incoming AIR Attacks in addition to setting opponents up for air Combos.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Amp Swing 1	Air □	5	—	—	□	—
-	Air Amp Swing 2	Air □ □	20	—	KD	—	—
2	Lightning Tether	Air → □	5	Pulls E. Cole toward foe or wall	Stun	—	May only be used once until grounded; cancelable into any action on hit
3	Air Amp Blast	Air ↑ □	20	—	Lift	—	—
4	Air Thunder Drop	Air ↓ □	10, 10 (impact)	Larger AoE than ground version	Lift	—	Can hit on descent; ground version used at less than full jump height

Evil Cole's Air Thunder Drop (↓ □) is a great attack for dropping in on an opponent from above (simply hold ↓ to pass through any thin platforms in your way), but it is less effective as an anti-air attack. Air Thunder Drop only strikes enemies as Evil Cole hits the ground, not as he's falling, and then again once the shockwave hits. You can't knock adversaries out of the sky with an Air Thunder Drop, but it does provide a great way to escape from danger after being juggled or knocked into the air. After performing an air recovery, use Air Thunder Drop to safely plummet out of the sky.

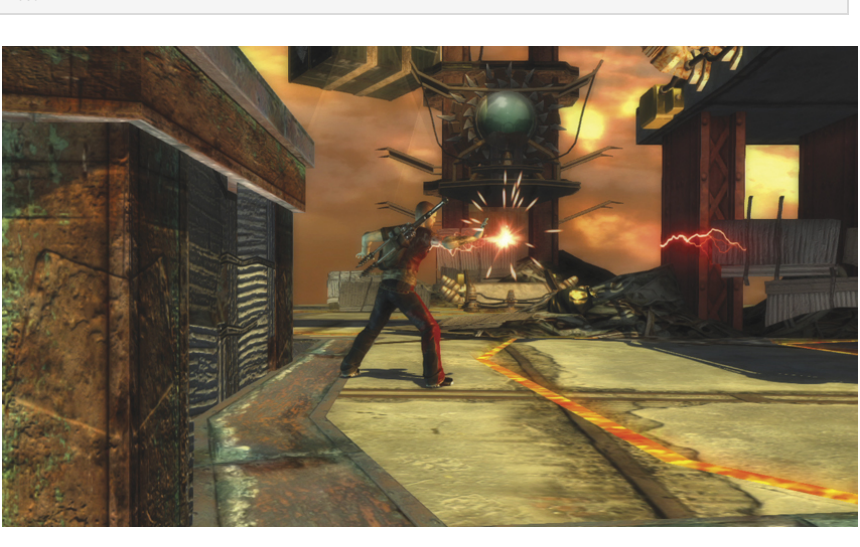
Amp Blast (↑ □) and Lightning Tether (→ □) are both great moves to maintain air Combos and close the distance between Evil Cole and his enemy. Amp Blast has a surprisingly large effective range and can strike challengers from a slight distance that would be otherwise inaccessible. It's a great finisher for a combo but difficult to work into the middle of Combos. It lifts opponents into the air, and Evil Cole begins falling immediately after connecting with the attack.

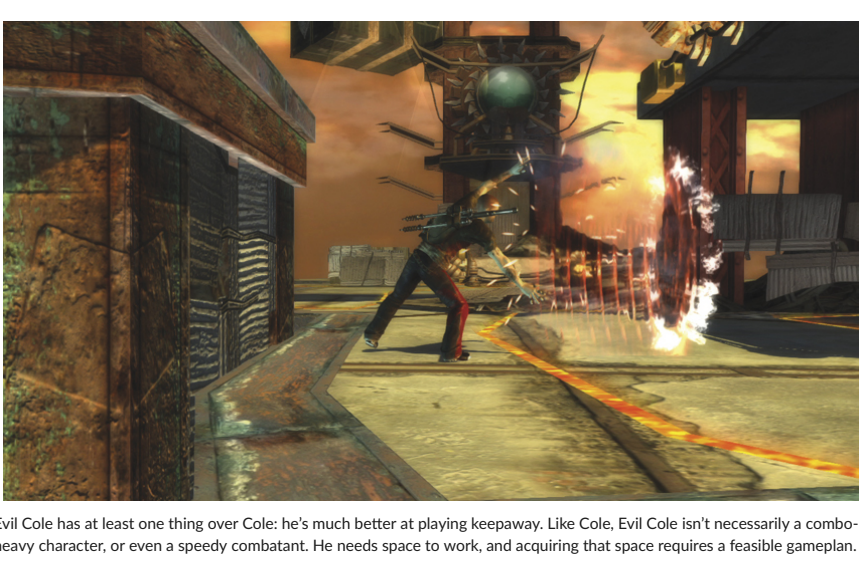
Air Amp Swing 1 (□) and Air Amp Swing 2 (□ , □) function similarly to Cole's Air Amp Swings and make great finales for Combos. Air Amp Swing 2 ends with Evil Cole smashing the enemy to the ground. Evil Cole lands shortly after the opposing character does and is ready to attack before they can stand up. Take advantage of the situation by preparing a Thunder Drop (↑ □) to hit them as soon as they stand, or skate away with an Grind (→ □).

△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Lightning Bolts	△	5, 20 (explosion)	Opponent explodes after five hits; explosion only hits nearby foes	Shock (after five hits)	—	Hold △ for continuous fire; press ↑ / ↓ to aim
2	Double Grenade	→ △	10 per grenade	Creates second grenade on impact	Lift	—	—
3	Tripwire Rockets	↑ △	20 per rocket	Rockets come together on impact with wall or opponent	Lift	—	Rockets don't join together if initial hit is blocked
4	Nightmare Blast	↓ △	30	—	Eject spiral	—	—





Evil Cole has at least one thing over Cole: he's much better at playing keepaway. Like Cole, Evil Cole isn't necessarily a combo-heavy character, or even a speedy combatant. He needs space to work, and acquiring that space requires a feasible gameplan. Building that gameplan requires exploring the properties and uses of Evil Cole's Attacks. Where Cole's Alpha Blast pushes opponents back slightly, Evil Cole's Nightmare Blast (↓ △) simply hits them so hard that they eject spiral away. On medium-sized levels, this means that Evil Cole puts almost half the level between him and his adversary with one attack.

A nice tactic to take advantage of that space and figure out exactly how attentive your enemy is to give Evil Cole's Lightning Bolts (△) a try. Hold △ to fire several bolts at once, and see if your challenger eats each bolt. Careful players are going to be watching for this attack, but if it works, then you've found a hole in their defense.

Evil Cole's Double Grenade (→ △) is an upgrade to Cole's grenades, and the new mechanics make it very effective in match play. Instead of throwing a single grenade that explodes after a brief countdown, Evil Cole pitches one grenade that explodes as soon as it stops moving. That explosion spawns a second grenade that floats directly upward from the explosion point before exploding itself. Touching an enemy makes the second grenade explode even sooner.

Tripwire Rockets (↑ △) is a new addition, and it's a ferocious anti-air attack, despite its long start-up period. Evil Cole fires a blast into the air that stretches out into a wide beam. That beam can catch several characters at once, whether they jump into it or are struck from below.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Lightning Bolts	Air △	5, 20 (explosion)	Opponent explodes after five hits; explosion only hits nearby foes	Shock (after five hits)	—	Hold △ for continuous fire
2	Air Double Grenade	Air → △	10 per grenade	Creates second grenade on impact	Lift	—	—
3	Air Tripwire Rockets	Air ↑ △	20 per rocket	Rockets come together on impact with wall or opponent	Lift	—	Rockets don't join together if initial hit is blocked
4	Air Nightmare Blast	Air ↓ △	30	—	Eject spiral	—	E. Cole hovers during attack

Evil Cole's airborne Nightmare Blast (↓ △) is just as useful in the air as it is on the ground. Evil Cole fires the wave of force at a downward angle, and affected enemies eject spiral away. A nice bonus is that Nightmare Blast has an extremely long range. A Nightmare Blast fired at the top of a double jump still affects grounded opponents, knocking them even farther away from Evil Cole.

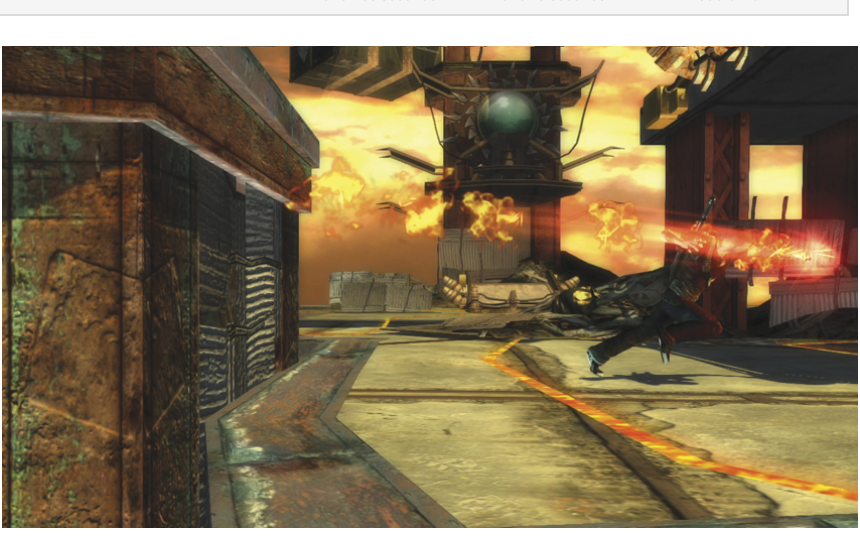
Lightning Bolts (△) and Tripwire Rockets (↑ △) are solid moves that don't necessarily work in combos. Tripwire Rockets comes out slowly, making it tough to link with an ongoing combo, while Lightning Bolts don't force other fighters into a vulnerable hit state until five bolts strike them. When you factor in the fact that Evil Cole is falling as he uses these moves, it's plain to see that incorporating these Attacks in air combos is going to be the exception, not the rule.

The opposite is true of Double Grenade (→ △). Evil Cole's twin Attacks are spectacular combo finishes, and if both explosions hit the same opponent, Double Grenades can keep an enemy busy while Evil Cole floats to the ground and prepares the next wave of Attacks. On top of its obvious direct effects, Double Grenade gives Evil Cole the opportunity to disrupt everyone else's gameplan. Pitch grenades at the top of a jump every once in a while, and try to trap other characters with them. Interrupt their combos, stop them from advancing, and make it a point to keep them airborne and vulnerable.

○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Giga Punch	○	10 (tap), 20 (charge)	Chargeable; 40AP super armor during fully charged attack	Butt-drop (med charge); crumple (full charge)	← → ✕	Cancels pause charge progress; full charge can be stored
2	Firebird Strike	→ ○	30	—	Eject spiral	—	—
3	Hellfire Rockets 1	↑ ○	5	—	—	↑ ○	—
-	Hellfire Rockets 2	↑ ○ , ↑ ○	5	—	—	↑ ○	—
-	Hellfire Rockets 3	↑ ○ , ↑ ○ , ↑ ○	10	—	Full launch	—	—
4	Oil Spike	↓ ○	10	Trap remains active for three seconds	Traps opponent for two seconds	—	Only one trap out at a time



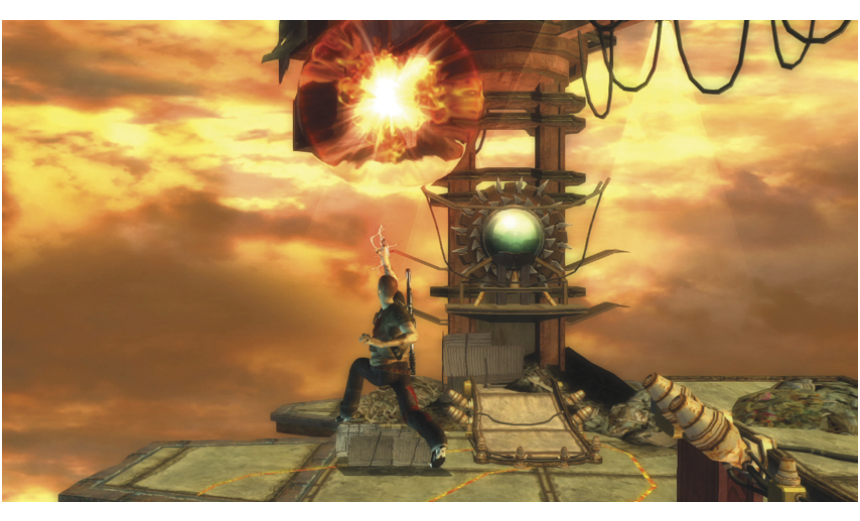
Here's a new wrinkle for Evil Cole: Giga Punch (○). Giga Punch is just a normal flaming punch when you tap ○ , but holding ○ unlocks its true potential. A charged Giga Punch earns Evil Cole 20AP and makes the enemy butt-drop on a medium charge and crumple on a full charge. On top of all that, the charge persists even when you aren't pressing ○ . This allows Evil Cole to cancel out of the Giga Punch before swinging his fast and resume charging later. If you achieve a full charge, but cancel out of the Giga Punch, then that charge is stored until the next time you press ○ . Cancel out of the Giga Punch by pressing ← , → , or ✕ . The most effective cancels are ← and → , as Evil Cole performs a dodge roll that can pass through enemies. Experiment with using Oil Spike (↓ ○) to trap your opponents before unleashing or building up to a fully charged Giga Punch.

A great follow-up to a fully charged Giga Punch is Evil Cole's Firebird Strike (→ ○). After a brief start-up period, Evil Cole coats himself in flame and launches himself forward. Enemies struck by this attack eject spiral away. Transitioning from a charged Giga Punch into a Firebird Strike is an easy and rewarding combo that leaves Evil Cole with plenty of space to go on the attack.

Evil Cole's three-stage Hellfire Rockets (↑ ○) are another killer anti-air attack. Pressing ○ once creates a burst of flame above Evil Cole's head. Pressing it three times results in a beefy combo that can knock enemies out of the sky and ensure that Evil Cole has control of the airspace around him. Use Hellfire Rockets to wrap up Combos or punish overeager foes. The final hit can strike standing opponents, as well.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Giga Punch	Air ○	10–20	Chargeable; Super Armor on charged version	Butt-drop (med charge); crumple (full charge)	—	Full charge can be stored
2	Air Firebird Strike	Air → ○	30	—	Eject spiral	—	—
3	Air Hellfire Rockets 1	Air ↑ ○	5	—	—	↑ ○	—
-	Air Hellfire Rockets 2	Air ↑ ○ , ↑ ○	5	—	—	↑ ○	—
-	Air Hellfire Rockets 3	Air ↑ ○ , ↑ ○ , ↑ ○	10	—	Full launch	—	—
4	Oil Spike Drop	Air ↓ ○	10	Trap active for three seconds; not active until grounded	Traps opponent for two seconds	—	Only one trap out at a time



Evil Cole is in the enviable position of his aerial ○ Attacks behaving the same as his grounded ○ Attacks, which only extends his AP-earning potential. If you eject an enemy in mid-air, use Air Firebird Strike (→ ○) to give chase. Even if the Firebird Strike doesn't connect, Evil Cole should land close enough to the target to either attack them on wake-up or force them to stay in a defensive position.

Using Oil Spike Drop (↓) from above is another great way to set up a combo. Have Evil Cole leap over an enemy's head and drop the Oil Spike. By the time Evil Cole lands, the opponent should be trapped and open for attack. Oil Spike isn't much use in the middle of a combo, but trapping adversaries in a vulnerable position is a great way to begin a combo.

Air Hellfire Rockets 3 (↑ ○ , ○ , ○) can be positively devastating during match play. It's flashy and explosive, and catching an enemy in the attack knocks them even higher into the air. Chase them down once they begin falling and continue to attack. Treat Hellfire Rockets 3 as the most unpleasant surprise ever, and whip it out every chance you get.

Surprisingly, Air Giga Punch (○) functions in mid-air just as it does on the ground, with one exception: you cannot cancel out of a charge in mid-air. Beyond that, however, you can charge Giga Punch in mid-air, cancel it when Evil Cole hits the ground, perform a launcher, leap into the air, and then trigger the fully charged Giga Punch in mid-air for solid AP gain. If Evil Cole is jumping and not attacking, you should be charging up a Giga Punch, just in case.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ○ (fully charged), → ○

50AP

Earning 50AP for just two inputs makes this combo one of Evil Cole's most basic, but it's still very rewarding. The most important part of this combo is ensuring that you have a fully charged Giga Punch (○) available at all times. Charge the attack when jumping or traveling, or even during combat. Take advantage of the ability to cancel out of the charge by dodge rolling, and use those rolls to avoid Attacks from your foes. Once your Giga Punch is fully charged, be aware of Evil Cole's position when you use it. If he's too close, Evil Cole passes through the enemy when punching, which means that the input for the Firebird Strike (→ ○) must be reversed.

II. Against grounded foe: → □ , □ , ↑ □

45AP

This is a great combo to use when approaching an enemy. Evil Cole sprints in with an Grind before transitioning to a Giga Blades Combo (→ □ , □). Evil Cole has several different options to follow this launcher with, but the simplest is sometimes the best. Use an Amp Blast (↑ □) to knock the opponent even higher into the air. They are most likely going to perform an air recovery before Evil Cole can chase them into the air, but 45AP is a solid harvest for Evil Cole.

III. Against grounded foe: (air) ↓ ○ , □ , □ , □

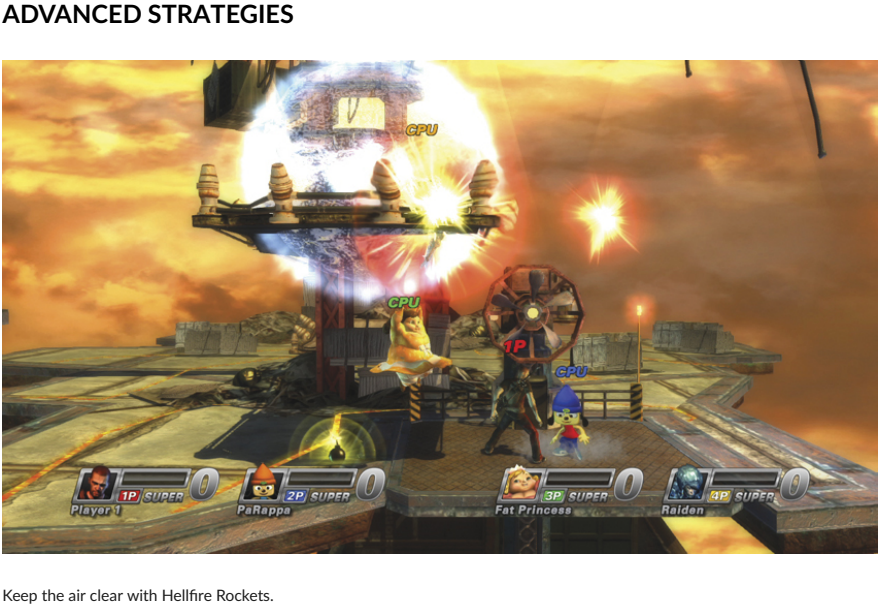
50AP

Keep your enemy guessing with this combo. Leap over their head and drop an Oil Spike (↓ ○) on their heads. By the time Evil Cole hits the ground, the Oil Spike should have just begun to trap the opposing character. Immediately break out an Amp Swing 3 (□ , □ , □), and enjoy the quick AP gain. Jumping puts Evil Cole in a small amount of danger, but it's worth it for the brief disorientation it'll bring your foes.

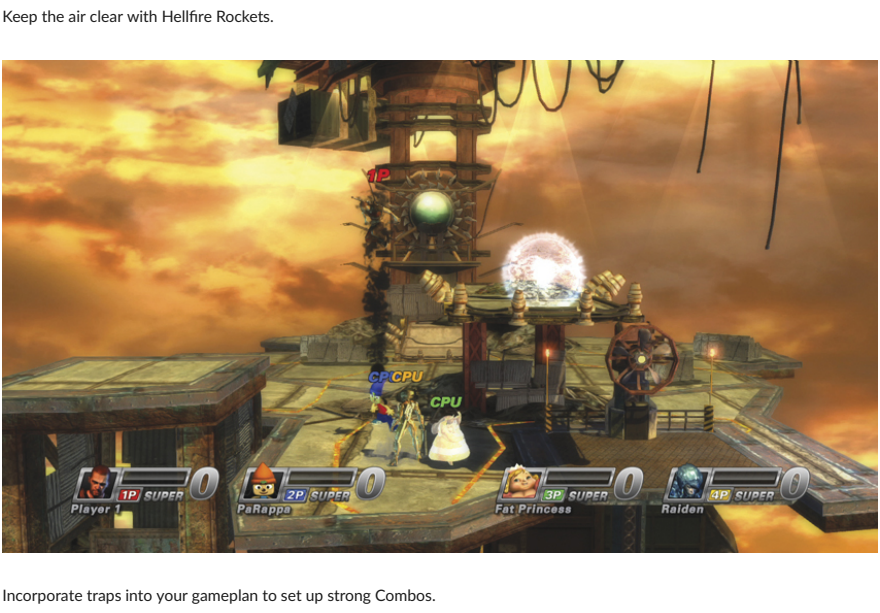
COMBO APPENDIX

Combo	+AP	Notes
→ □ , □ , ↑ ○ , ○ , ○	45	Minor variation on Combo II with a different height for the enemy.
→ □ , □ , ✕ , → □ , □ , □	55	This combo hinges on catching the opposing character with the Lightning Tether in mid-air. You can also end this combo with ↑ □ .

ADVANCED STRATEGIES



Keep the air clear with Hellfire Rockets.



Incorporate traps into your gameplan to set up strong Combos.

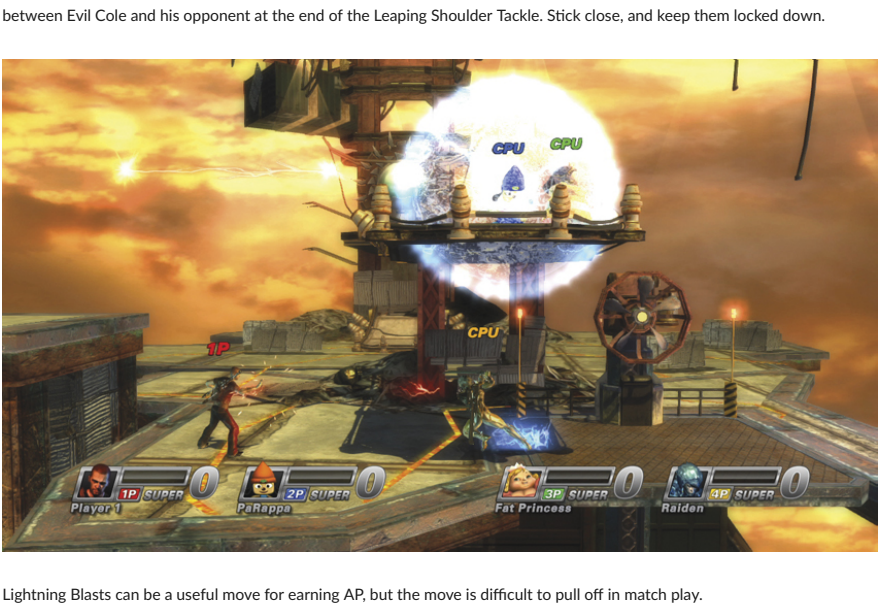
Evil Cole is, overall, a more aggressive version of Cole. He has better close and medium-range options than Cole, but his most expedient Combos don't earn AP as quickly as Cole's basic Combos do. This means that you have to make up for that gap by staying on the offensive. Don't give players a single moment to let their characters recover. Hammer them with Firebird Strikes (→ ○) and Double Grenades (→ △) when Evil Cole is at medium range, use an Amp Blast (↑ □) every time they jump in and try to begin a combo, and employ Hellfire Rockets 3 (↑ ○ , ○ , ○) liberally.

Evil Cole is great at earning AP in bursts. His easiest combos tend to earn between 40AP and 60AP. You should employ a rush-down strategy rather than waiting to respond to an enemy's attack. Evil Cole's anti-AIR Attacks and Firebird Strike are extraordinarily useful ways to stop an enemy's attack before it even gets started, so get in their face instead of having Evil Cole hanging back.

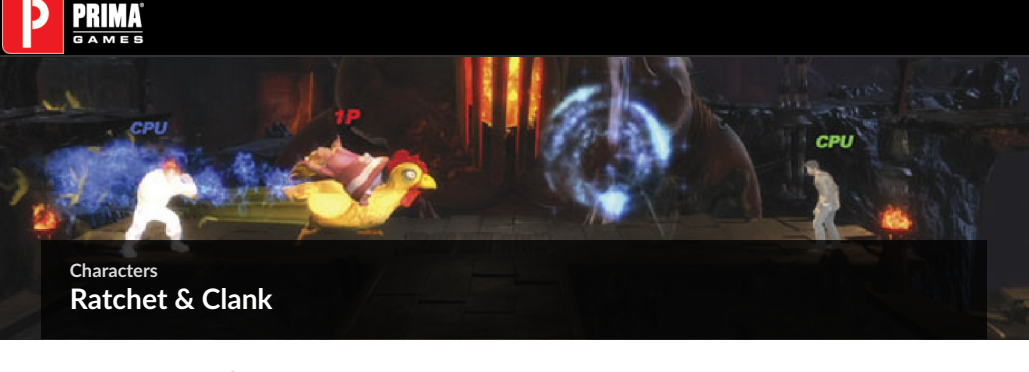
Distance is important to Evil Cole's strategy. If Evil Cole is at a distance from his challenger, you should either be having him avoid a Super attack or preparing to rush in and gain AP by way of a combo or powerful attack. Evil Cole needs 325AP to perform an Ionic Drain. Assuming that you're earning an average of 50AP per combo, you need at least seven, but more likely eight, completed Combos to perform Evil Cole's Ionic Drain Super attack.

Earning 325AP can take quite a while, relatively, particularly during a four-player match. This means that you need to stay focused and keep Evil Cole on his enemies. Any time spent avoiding Attacks is time spent not earning AP. Time is AP, so don't waste any of your time.

Evil Cole is more than capable of solid and speedy Attacks for quick AP gain. Use his Leaping Shoulder Tackle (→ □ , △) in a corner to force an enemy to wallbounce. While they're busy trying to perform an air recovery, throw a Double Grenade (→ △ in mid-air) after them. If they aren't paying attention, the Double Grenade hits, and you get 20AP for free with not a chance of reprisals. You can even perform a Firebird Strike after a Leaping Shoulder Tackle to decrease the distance between Evil Cole and his opponent at the end of the Leaping Shoulder Tackle. Stick close, and keep them locked down.



Lightning Blasts can be a useful move for earning AP, but the move is difficult to pull off in match play.



Characters

Ratchet & Clank

All-star overview

Ratchet is a solid character that excels at controlling the enemy by way of traps and zone-oriented Attacks. Approaching him at close range is dangerous, as he can easily eject an opponent or trap that foe before beginning a combo. His Level 1 Super attack is a great move that functions from medium-close range or closer, and you can easily score a triple kill with it. Ratchet has trouble when several enemies are near him or if one opponent is pressing the attack, so use his defensive options to prevent being crowded, and use your offense to take control of the fight.

WHY SHOULD YOU FOCUS ON USING RATCHET'S LEVEL 1 SUPER ATTACK INSTEAD OF HIS LEVEL 2 OR LEVEL 3 SUPER ATTACKS?

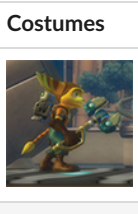
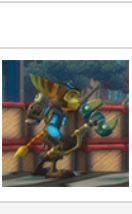
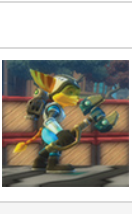
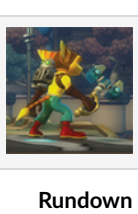
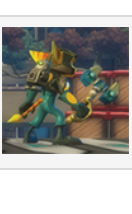
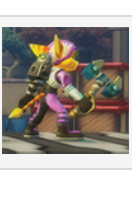
- Ratchet can earn 150AP after three simple Combos, making his Level 1 Super attack easily attainable.
- It is fantastic at close range and can easily strike multiple enemies simultaneously.
- The recovery time for the Super attack is fairly quick, which means Ratchet stays safe upon completion of the Super attack.

WHAT'S THE QUICKEST WAY TO EARN 150AP?

- Multi-Strike 3 (□ , □ , □) has an AP gain of 30AP and can be used to beef up a combo.
- Focus on one enemy at a time, while trapping the others for safety.
- Don't be afraid to throw your adversary!

Ratchet can gain AP very quickly. He has a pretty simple 90AP combo, which puts you well on your way toward earning enough AP to fill your Super Meter. Avoid getting tag-teamed when battling, and focus your efforts on one enemy at a time. If you're in a pinch and Ratchet is at a distance, feel free to reign down death from above using Ratchet's aerial Attacks, but for the most part, you need to stay focused and encourage 1v1 battles.

AT A GLANCE

Costumes		
		
		

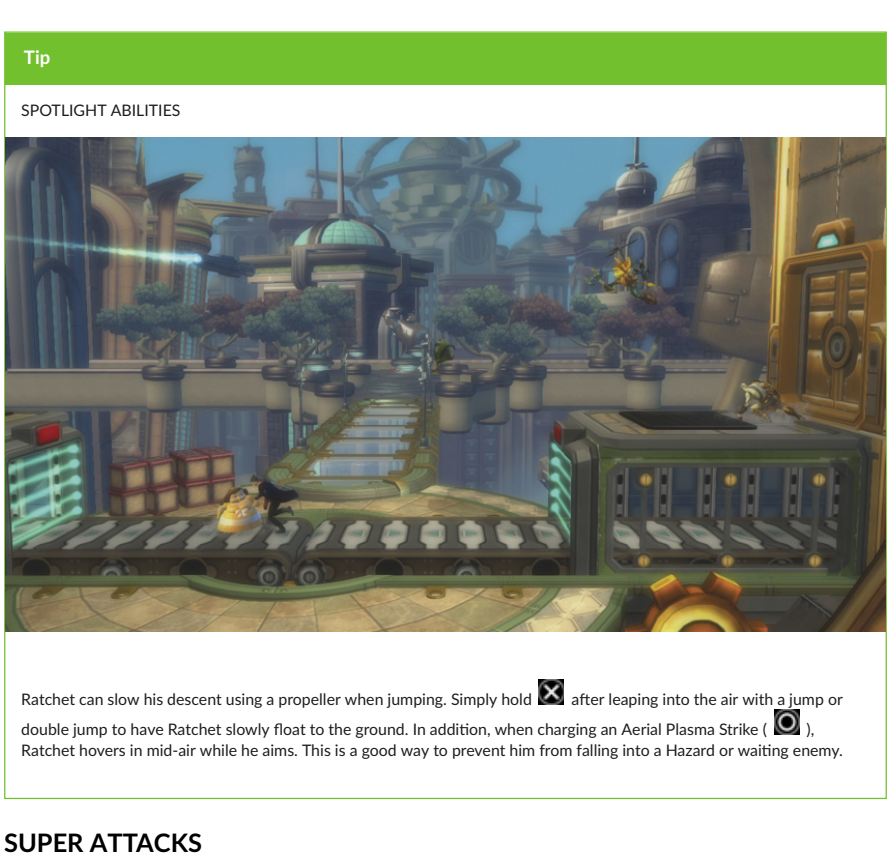
Rundown

- Name: Ratchet & Clank
- Series: Ratchet & Clank
- Character Archetype: Gadget-based Zoning
- AP Meter Level 1/2/3 Values: 150/450/750
- Rival Character: Jak
- Best Matchups: Sweet Tooth
- Worst Matchups: Evil Cole
- Best Level: Time Station
- Worst Level: Stowaways
- Priority Pickups: Speed Boots

Armed with a seemingly endless arsenal of spectacularly bizarre and outlandish weapons and gadgets, this mechanic and his robotic companion have found themselves saving the universe from a myriad of threats, across both space and time. Their friendship forged over years of adventuring, they have learned to work extremely efficiently together, overwhelming opponents via both cunning and skill.

Tip

SPOTLIGHT ABILITIES

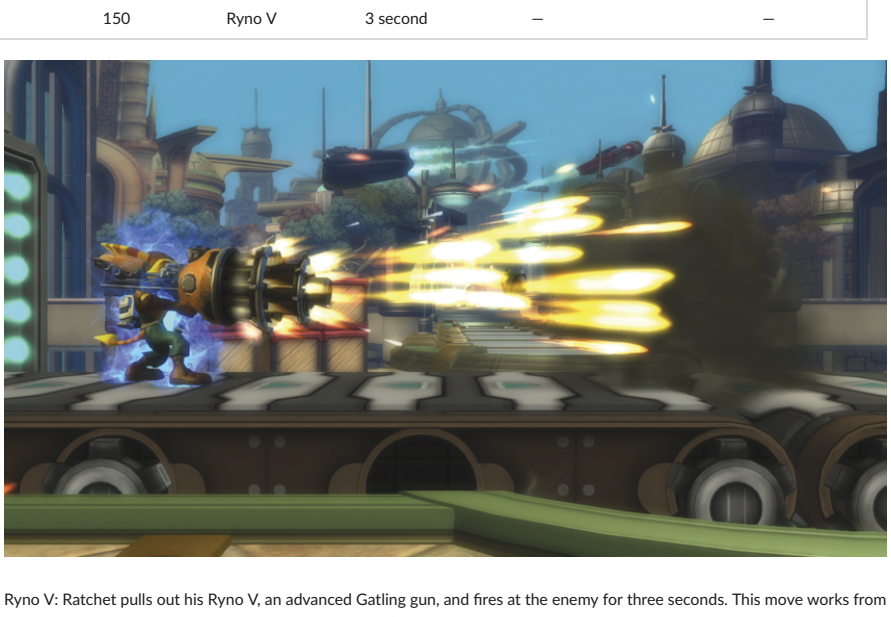


Ratchet can slow his descent using a propeller when jumping. Simply hold ✕ after leaping into the air with a jump or double jump to have Ratchet slowly float to the ground. In addition, when charging an Aerial Plasma Strike (○), Ratchet hovers in mid-air while he aims. This is a good way to prevent him from falling into a Hazard or waiting enemy.

SUPER ATTACKS

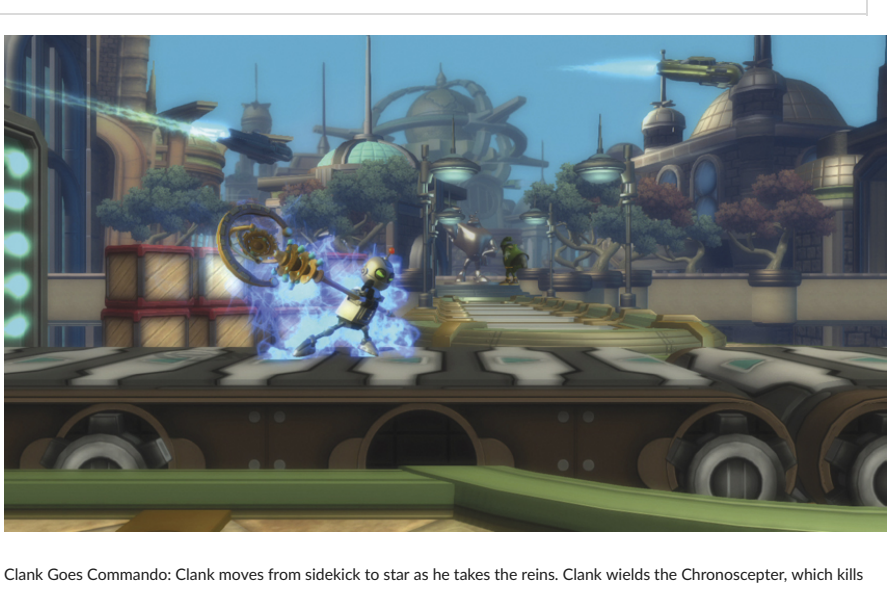
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Ryno V	3 second	—	—



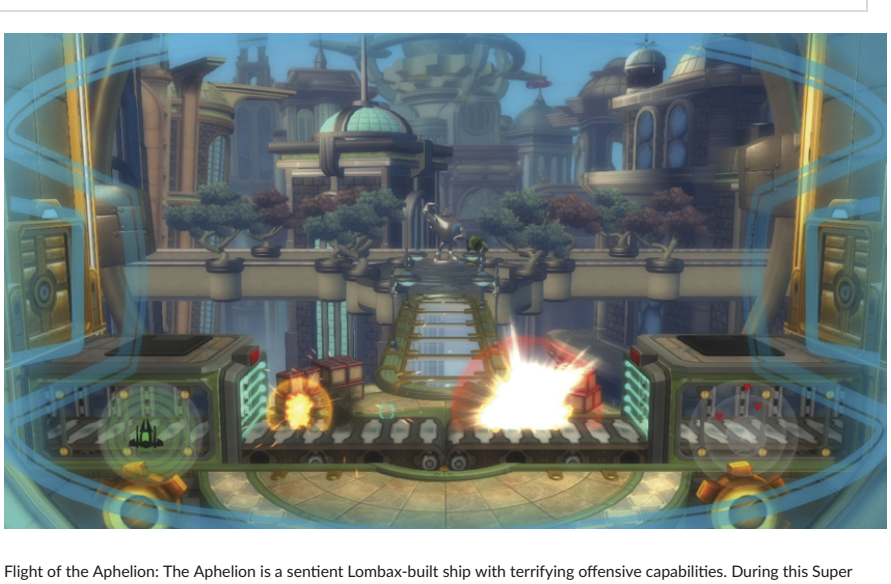
Ryno V: Ratchet pulls out his Ryno V, an advanced Gatling gun, and fires at the enemy for three seconds. This move works from point-blank range out to medium-close range but doesn't work over long distances. The bullets dissipate shortly after being fired. As a result, make it a point to only use this move when Ratchet is close to several enemies at once to ensure that you get multiple kills with each usage. This is a reliable Super attack and well worth building your gameplan around.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Clank Goes Commando	8 second	□ / R2 : Chronoscepter, △ / ○ : Chronobomb	Chronobomb slows enemies in its radius



Clank Goes Commando: Clank moves from sidekick to star as he takes the reins. Clank wields the Chronoscepter, which kills enemies on impact, and the Chronobomb, which slows opponents down, with aplomb. You can completely reverse the momentum of a fight with this Super attack by using the Chronobomb to slow your foes and then killing them with the Chronoscepter. In 1v1 situations, however, this Super attack is of limited use. Characters respawn too slowly to easily work your way up to a triple kill, and it's more efficient to hunt one enemy down on your own than to use the Chronoscepter to slow them down and then kill them.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Flight of the Aphelion	12 second	Left Stick: move reticle, ✕ : gun, ○ : rockets	Both weapons can be fired simulateously



Flight of the Aphelion: The Aphelion is a sentient Lombax-built ship with terrifying offensive capabilities. During this Super attack, Ratchet and Clank are in the cockpit of the Aphelion. You can fire the gun by pressing □ / △ , or fire a cluster of rockets by pressing ✕ / ○ . The rockets are slower-moving but have a larger area of effect. The guns are much faster but have a narrower focus. This move is most efficient on smaller stages where enemies cluster. On larger stages, foes may be able to avoid Ratchet until the Super attack is finished.

THROWS

OVERVIEW

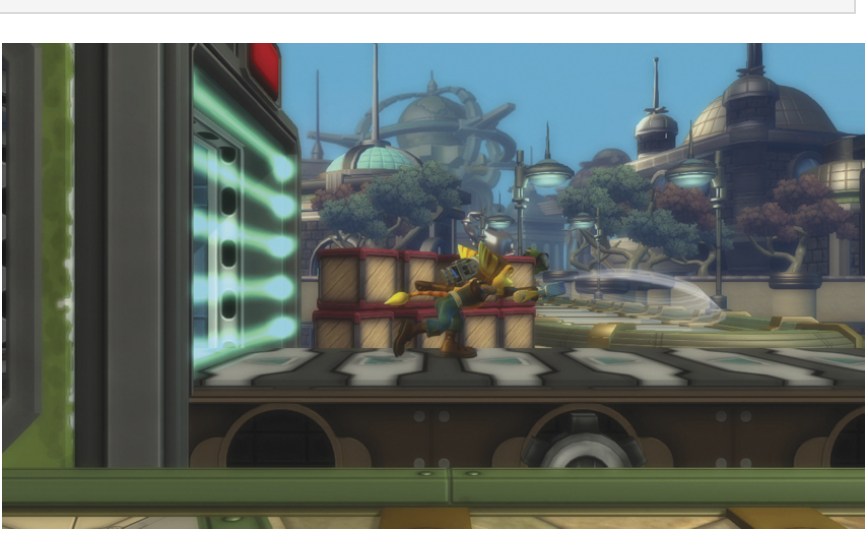
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Suck Cannon	Right Stick ↑ / Right Stick ← or → / Right Stick ↓	15%; +10AP for hitting additional opponents with ejected enemy	Unblockable; 30AP of super armor while enemy trapped in Suck Cannon	Full launch/eject roll/KD	Ratchet is free to move with trapped enemy; enemy automatically released after three seconds

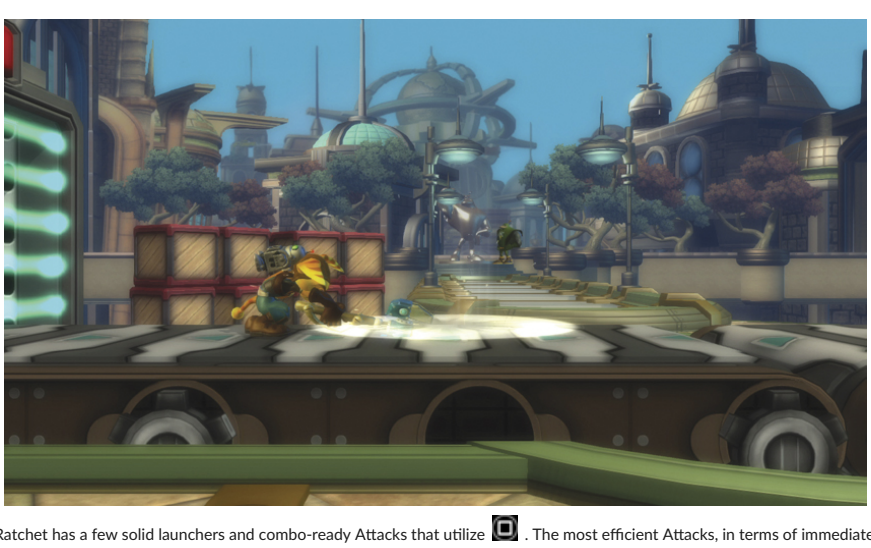
Suck Cannon: Ratchet has just one throw, but Suck Cannon can be used three different ways. After you perform the throw, input Right Stick ↑ , Right Stick ← or → , or Right Stick ↓ . Right Stick ↑ fires the captured adversary into the air in a full launch. Right Stick ← or → fires the captured foe to either side of Ratchet in an eject roll. Finally, Right Stick ↓ fires the captured enemy directly at the ground in a knockdown state. While an enemy is captured, you have a few short moments to have Ratchet jump and move around before the enemy is automatically thrown from the Suck Cannon in an eject roll.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Multi-Strike 1	□	5	—	—	□	—
-	Multi-Strike 2	□ , □	5	—	—	□	—
-	Multi-Strike 3	□ , □ , □	30	—	Eject roll; eject tornado (aerial foe)	—	—
2	Comet-Strike	→ □	20	—	Sweep	—	Cannot act until Wrench returns
3	Lightning Ravager	↑ □	20	—	Full launch	—	—
4	Hyper Strike	↓ □	20	Forces Ratchet into air	KD	—	Cannot act until grounded





Ratchet has a few solid launchers and combo-ready Attacks that utilize □ . The most efficient Attacks, in terms of immediate AP gain, are Multi-Strike 1 (□), Multi-Strike 2 (□ , □), and Multi-Strike 3 (□ , □ , □). This quick multi-hit combo earns Ratchet 30AP and forces enemies to eject roll away, giving Ratchet the option of pressing the attack or regrouping at his leisure.

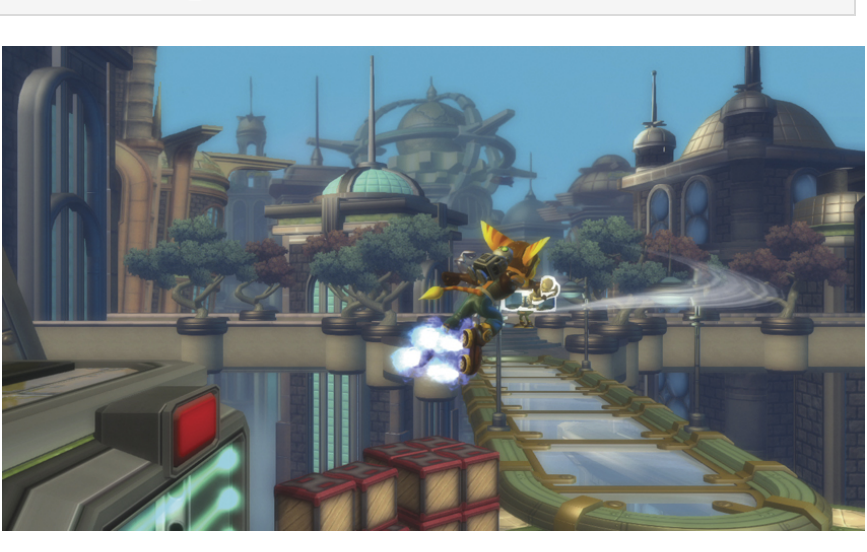
Comet-Strike (→ □) is a move that sweeps enemies, setting them up for Combos. It has good range—roughly medium-close—and it travels away from Ratchet and back again, so it can strike an adversary that hops over it. Ratchet cannot act until the move is finished, however, so make sure to use it when he's in a safe position or aggressively attacking. Keeping an opponent on the defensive may give you the moment you need to recover after a whiffed or blocked Comet-Strike.

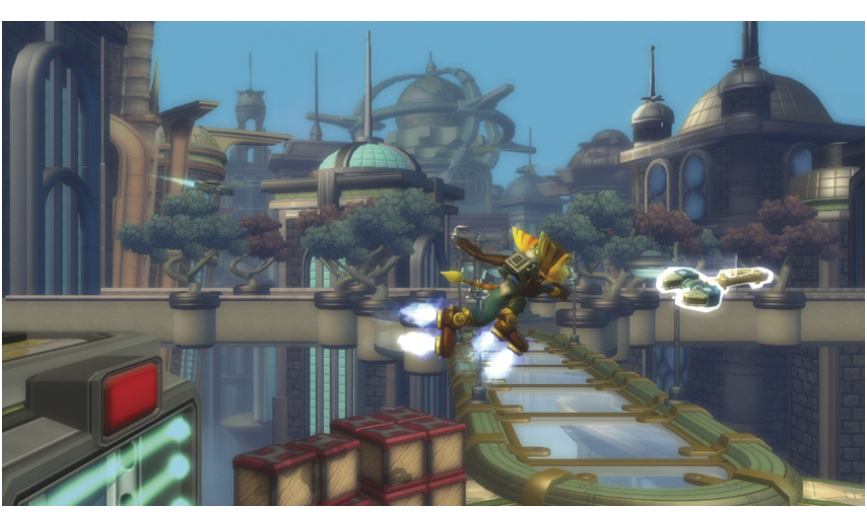
Lightning Ravager (↑ □) is Ratchet's key launcher. You can follow it up with several Attacks, including anti-air blasts. It comes out extremely fast, as well, and is great at surprising enemies that expected Ratchet to be an easy combo target. Use this move to keep your foes on their toes.

Ratchet is forced into the air and left vulnerable during the early stages of Hyper Strike (↓ □). On top of that, the attack isn't active until Ratchet's wrench hits the ground. Hyper Strike is of limited use in match play, and it should be used sparingly. Once an enemy learns to see it coming, they'll be able to counter it much more easily. Use this move to catch unsuspecting or otherwise occupied targets, rather than attempting to hit a character with it from the front.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Multi-Strike 1	Air □	5	—	—	□	—
-	Aerial Multi-Strike 2	Air □ , □	5	—	—	□	—
-	Aerial Multi-Strike 3	Air □ , □ , □	30	—	Eject tornado	—	—
2	Aerial Comet Strike	Air → □	20	Ratchet hovers for duration	Sweep; lift (aerial foe)	—	—
3	Aerial Lightning Ravager	Air ↑ □	20	—	Full launch	□	—
4	Aerial Hyper Strike	Air ↓ □	20	Not active until grounded	KD	—	—





Ratchet's Aerial Comet-Strike (→ □) is an effective move with one downside: Ratchet falls to the ground after landing the move. This limits your follow-up options, and the wind-up makes it tough to include this move in a combo, as well. Aerial Comet-Strike has one major benefit, however. If you can catch a jumping enemy with the Aerial Comet-Strike as it is coming back to Ratchet, there is a chance that the attack will hit twice, giving Ratchet an AP gain of 40AP instead of 20AP. The timing is tricky, but if you're facing an opposing character that jumps often, it's well worth a try.

Aerial Multi-Strike 1 (□), Aerial Multi-Strike 2 (□ , □), and Aerial Multi-Strike 3 (□ , □ , □) are just as essential as their grounded variations. You can catch an enemy in an air combo worth 40AP simply by performing Aerial Multi-Strike 3, and watch your foe eject spiral away when you finish. These moves are fast, reliable, and most of all, effective at building AP.

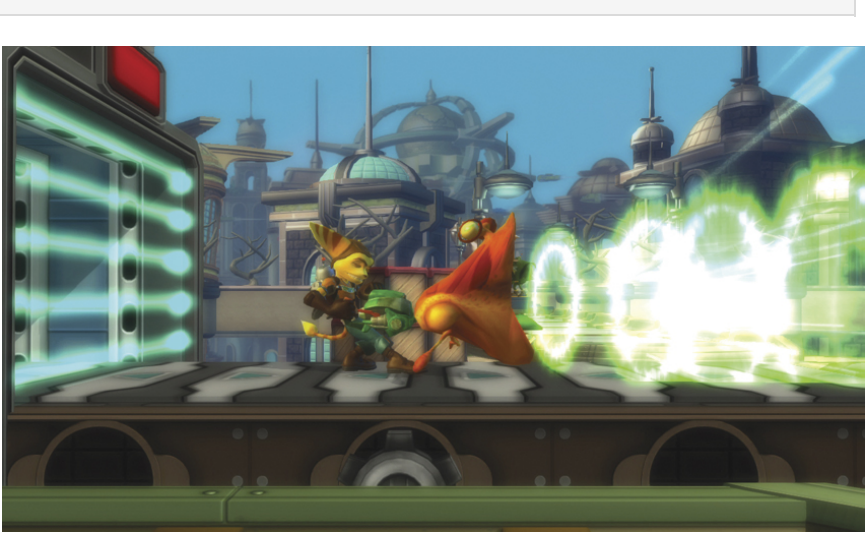
Like Aerial Comet-Strike, Ratchet drops to the ground immediately after completing Aerial Lightning Ravager (↑ □). As such, you should use Aerial Lightning Ravager primarily as an anti-air attack instead of a mid-air launcher. Use it to interrupt your enemy's Combos, push them toward Hazards, or simply stall for time when Ratchet is in extreme danger and needs a breather.

Aerial Hyper Strike (↓ □), Ratchet's final aerial □ maneuver, is exactly like its grounded variation, only even more dangerous. The attack isn't able to hit an enemy until Ratchet hits the ground, so Ratchet is even more vulnerable. On the other hand, if Ratchet is in the air and in danger of falling prey to a combo, performing an Aerial Hyper Strike may make Ratchet fall just fast enough to dodge his challenger's incoming attack. After that, prepare to defend, and try to turn the tables once your enemy lands.

△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Sonic Eruptor	△	20, 30 (charge)	Chargeable; can move after fully charged	Butt-drop (tap); eject tornado, guard break (charge)	—	—
2	Constructo Pistol	→ △	5, 5, 30	Mashable for three shots total	Eject tornado (third shot)	—	—
3	Warmonger	↑ △	30	Fires up-forward	Eject tornado	—	—
4	Buzz Blades	↓ △	3–10	Shots ricochet	—	—	—



Sonic Eruptor (△) has two very useful modes. If you tap △ , Sonic Eruptor earns 20AP and butt-drops the enemy. This mode is great for starting a combo or halting an attacker's onslaught. If Ratchet is close enough, you can take advantage of the butt-drop to move in quickly with a Multi-Strike 3 (□ , □ , □). If he's not close enough to move directly into a close-quarters combo, then take advantage of the butt-drop by performing a fast ranged attack that's worth a solid amount of AP.

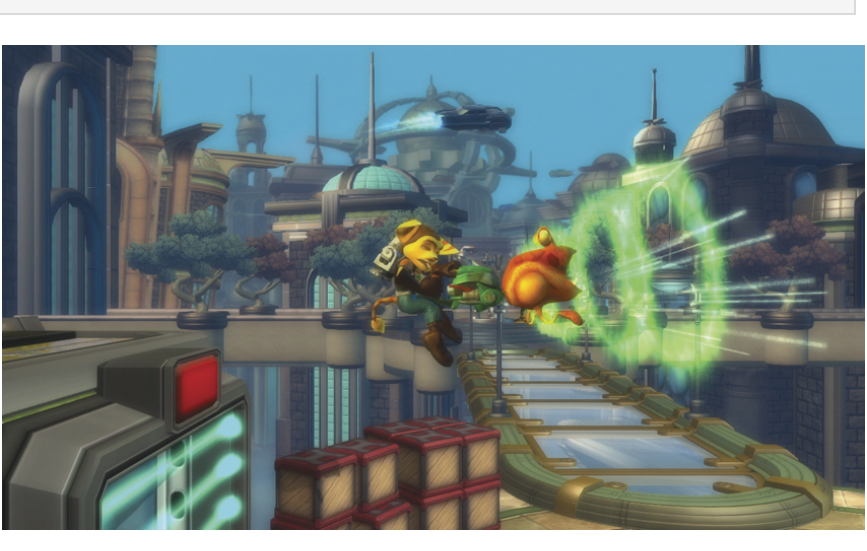
Constructo Pistol (→ △) is one of those fast ranged Attacks that provides a solid follow-up after performing Sonic Eruptor. You have to mash this move out, and connecting with three shots in a row skyrockets the AP gain to a total of 30AP. The final hit makes enemies eject tornado away. Constructo Pistol has a short range—roughly the same as Ratchet's Level 1 Super attack—but it is still a highly effective move in match play.

Ratchet's Warmonger (↑ △) is a crucial part of his anti-air gameplay. Whenever you launch or sweep your enemy, try to nail them with a Warmonger for 30AP and an eject tornado. This attack leaves Ratchet at a distance from his opponent and fires at an upward angle, so use it to finish Combos instead of trying to shoehorn it into the beginning of your combo.

The Buzz Blades (↓ △) ricochet off the ground, walls, platforms, and enemies when fired. Adversaries may try to close the gap between themselves and Ratchet by jumping toward Ratchet but stopping some distance away to avoid falling prey to an anti-air. Consider using Buzz Blades in this situation. They ricochet off the ground and into the air directly in front of Ratchet, so they have a solid chance of hitting an enemy that is just slightly outside of Ratchet's normal range.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Sonic Eruptor	Air △	20	Charge can be started in air	Butt-drop	—	—
2	Aerial Constructo Pistol	Air → △	5 per shot	Mashable	—	—	—
3	Aerial Warmonger	Air ↑ △	30	Fires up-forward	Eject tornado	—	—
4	Aerial Buzz Blades	Air ↓ △	3–10	Shots ricochet	—	—	—

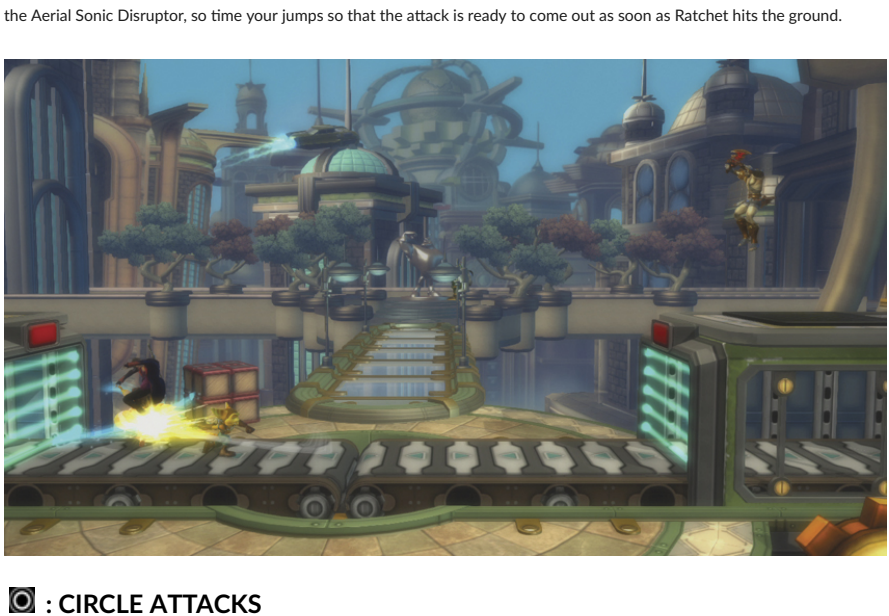


It is tough to nail all three hits of the Constructo Pistol (→ △) in mid-air. Your enemy may hover too long after being hit or Ratchet may fall too quickly to complete the final hit of the attack. Still, there is definitely something to be said for forcing an opposing character to remain airborne in a hit state, so don't be afraid to use this move in battle. It isn't worth a lot of AP, but keeping a foe suspended while they react to your shot prevents them from earning AP.

Aerial Warmonger (↑ △) is devastating on the ground and devastating in mid-air. It still fires at an upward angle, making it perfect for picking off double jumping adversaries, and the eject tornado it leaves enemies in is a great way to ensure that they go spiraling toward a Hazard or wall for a wallbounce. When Ratchet is close to a wall, it's a way to keep the enemy occupied with a wallbounce while you transition into other Attacks. When in the wide open, it's a great way to enforce Ratchet's personal boundaries.

Use Aerial Buzz Blades (↓ △) in mid-air the same way you would on the ground. Use the ricochet to hit your enemy from an angle they aren't expecting, or to strike a challenger that's a little out of the way. Fire them directly at a wall at point-blank range to strike an adversary that's directly behind you, or shoot off the edge of a platform for a little extra distance.

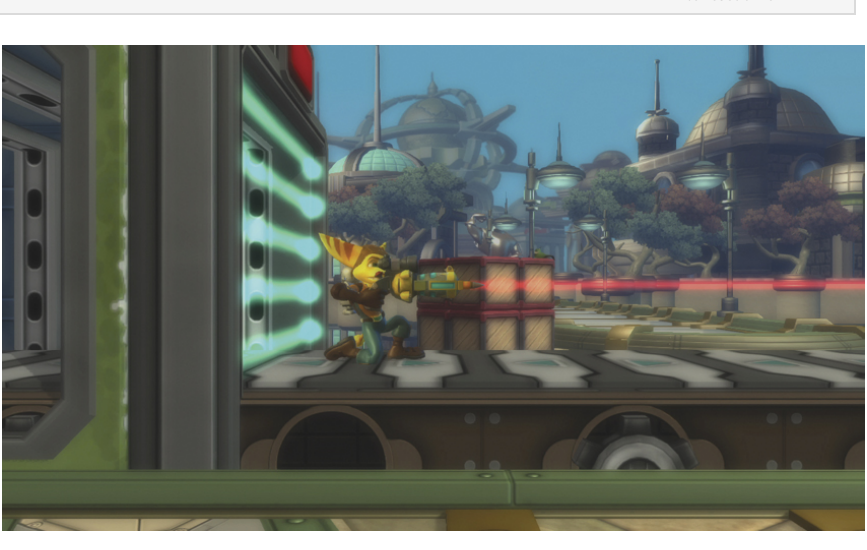
Aerial Sonic Eruptor (△) can be used to charge a grounded Sonic Eruptor (△) attack or used in mid-air to knock an enemy away. Both tactics are efficient uses of time, especially considering the possible AP gain. It doesn't take long to charge the Aerial Sonic Disruptor, so time your jumps so that the attack is ready to come out as soon as Ratchet hits the ground.

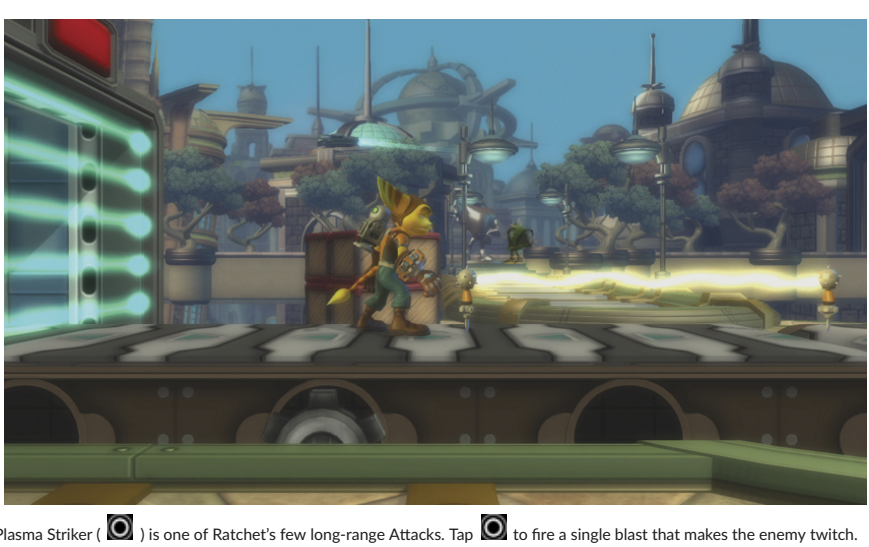


○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	Cancels Into	Notes
1	Plasma Striker	○	10 (tap); 20 (charged)	Chargeable; aim with ↑ or ↓	Butt-drop, charged	—	Press ↑ or ↓ to aim while charged
2	Agents of Doom	→ ○	3–10	Agents can be destroyed if attacked	—	—	—
3	Mr. Zurkon	↑ ○	1 per shot	Eight-second duration; Mr. Zurkon can absorb 40AP of damage before dying	Twitch	—	Ratchet free to act after summoning Mr. Zurkon
4	Tesla Spike	↓ ○	5	Place two to create link; on hit, last spike placed remains	Lift	—	Link remains active for eight seconds; can place new Tesla Spike to reset timer





Plasma Striker (○) is one of Ratchet's few long-range Attacks. Tap ○ to fire a single blast that makes the enemy twitch. Charge ○ to fire a laser-targeted blast that makes the challenger slide away from Ratchet and butt-drop. Even when fired at close range, a charged Plasma Striker makes the foe slide a little too far away to immediately follow up with a □ -centric combo, so transition to a Constructo Pistol (→ △) or other ranged attack to seal the deal.

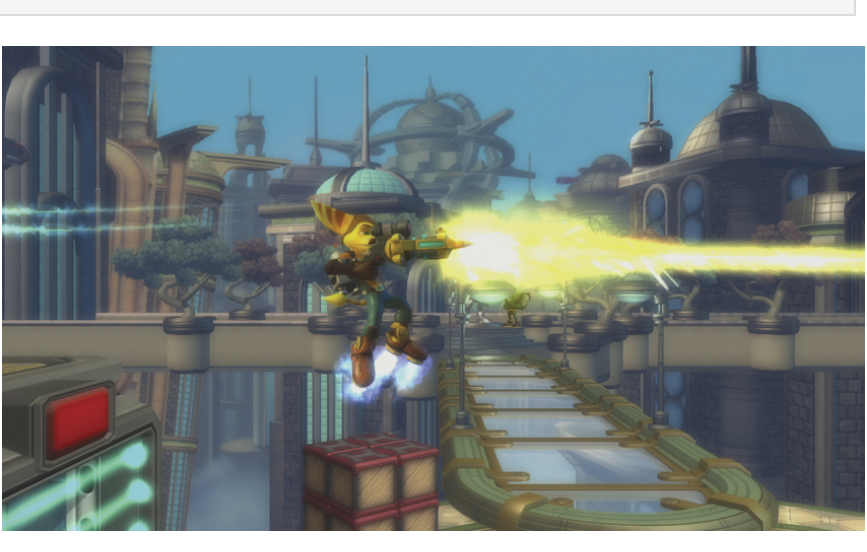
Ratchet's Agents of Doom (→ ○) are little explosive helpers that can help keep a foe in place while you move in with a combo. The Agents of Doom travel on their own, so you can fire off the attack and synchronize your next strike with the lead of the Agents of Doom for a powerful combo. Be creative. You can even use the Agents of Doom to attack enemies that are currently engaged with other targets and steal momentum.

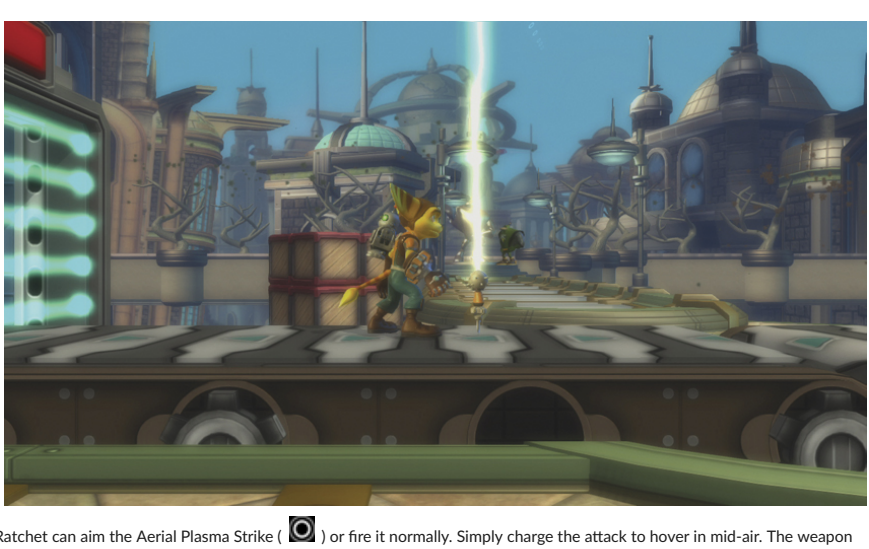
Mr. Zurkon (↑ ○) is another useful move. Mr. Zurkon stays active for eight seconds, and Ratchet is free to move while Mr. Zurkon is busy attacking adversaries. Consider Mr. Zurkon to be a free source of AP. Enemies can destroy him, but you can easily summon him again by pressing ↑ ○ . Keep Mr. Zurkon out at all times. While he doesn't earn a lot of AP for you, he does keep the enemy busy while you focus on major AP gain, and a minor influx of AP every second is much better than nothing.

Using Ratchet's Tesla Spike (↓ ○) attack is a two-step process. Planting a single Tesla Spike doesn't do you much good. Once you plant a second Tesla Spike, an electric beam appears between the two Tesla Spikes that lifts enemies into the air. Wait until an adversary is knocked down or ejected for maximum efficiency and safety when planting Tesla Spikes.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Plasma Strike	Air ○	10 (tap); 20 (hold)	Chargeable; Ratchet hovers in place while charging	Butt-drop (charged)	—	Ratchet hovers while charging
2	Agents of Doom	Air → ○	3–10	Agents can be destroyed if attacked	—	—	Agents do not become active until grounded
3	Mr. Zurkon	Air ↑ ○	1 per shot	Eight-second duration; Mr. Zurkon can absorb 40AP of damage before dying	Twitch	—	Ratchet free to act after summoning Mr. Zurkon
4	Aerial Tesla Spike	Air ↓ ○	10	Place two to create link; spikes float in place	Lift	—	Link active for eight seconds; can place new Tesla Spike to reset timer





Ratchet can aim the Aerial Plasma Strike (○) or fire it normally. Simply charge the attack to hover in mid-air. The weapon has a red targeting laser that can be aimed by pressing ↑ or ↓ . Ratchet can hover for a few seconds before falling to the ground, so use this move to batter your enemies from a distance and safety.

The Agents of Doom (→ ○) do not activate until they hit the ground, so you should view the aerial variation of the attack as an opportunity to seed the level with Agents of Doom in ways you cannot on the ground. Find the high ground in a level, and have Ratchet jump off it toward his enemies. Fire the Agents of Doom at them, and then float away by holding ✕ in mid-air. The Agents of Doom should activate and strike your enemies immediately upon touching the ground while Ratchet glides to safety.

Activating Mr. Zurkon (↑ ○) in mid-air actually reduces the efficiency of the attack, unless you're activating it near an airborne enemy. It takes time for Mr. Zurkon to reach the ground to attack a grounded opponent, and he isn't earning AP for you when he has to seek out an adversary. If you're going to activate Mr. Zurkon in mid-air, do so only when near an enemy to maximize your AP gain.

Ratchet's Aerial Tesla Spike (↓ ○) allows you to create hazardous barriers in mid-air. One clever usage is to create a wall with two Aerial Tesla Spikes by stacking them on top of each other, one at ground level and one just above character height. When they connect, they'll form a wall of danger that enemies must either pass through or jump over before attacking. When they jump over it, hit them with an anti-air.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against a grounded foe: ↑ □ , ↑ △

60AP

Keep it simple. This combo requires just two moves, and the timing is very forgiving. When Ratchet is at close range, fire a Lightning Ravager (↑ □) and follow it up with a Warmonger (↑ △) for fantastic AP gain. This combo is safe, fast, and efficient, so use it often to augment your AP gain and to eject enemies when Ratchet's immediate area gets too crowded.

II. Against a grounded foe: → ○ , jump over, □ , □ , □

50AP

This move is a little tricky. Set the Agents of Doom (→ ○) down a short distance from your foe and then immediately over them, crossing them up, and perform a Multi-Strike 3(□ , □ , □). Properly timed, this combo should batter your enemy from two sides and end in a flashy eject roll finish. This is a tough one to pull off in intense match play, but it involves tactics that you need to be able to employ to stay competitive. Keep your opponent disoriented, and learn to attack from every angle.

III. Against grounded foe: → □ , □ , □ , □

60AP

This combo is well worth it, but it requires fine timing early on. At close range, lift the enemy with Ratchet's Comet-Strike (→ □). The first hit of Multi-Strike 3 (□ , □ , □) is a low swing, and if you try to perform it too early, it may miss. Take a moment after performing the Comet-Strike to pause, and then continue the attack when the target begins falling to the ground.

COMBO APPENDIX

Combo	+AP	Notes
→ □ , → □ , ↑ □ , ↑ △	90AP	This is another quick-and-easy combo that results in great AP gain.
→ □ , → △ , → △ , → △	50AP	Perform this move from close, but not point-blank, range.

ADVANCED STRATEGIES

Use Mr. Zurkon (↑ ○) to augment your AP gain.

Once you finish with your foes, eject them to stay safe.

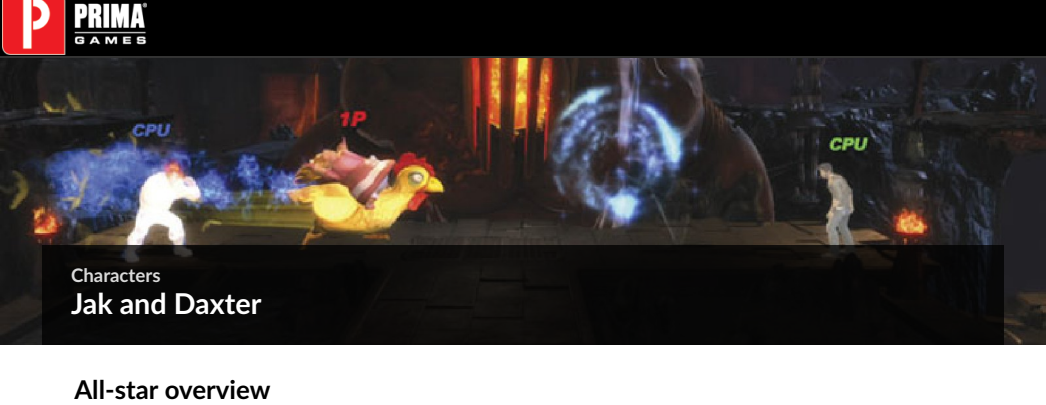
You can't play Ratchet as a combo-centric character. He has a few good ones, but his greatest strengths are in hit-and-run tactics and controlling the battleground. He's at his best when he can focus on one opponent at a time while simultaneously keeping other enemies away via traps. If you find Ratchet surrounded, retreat by any means necessary, and then resume the attack when he can corner his chosen foe.

Make liberal use of Ratchet's Tesla Spikes (↓ ○). When you manage to corner an enemy, try to set up Tesla Spikes between Ratchet and the remaining foes for protection. Tesla Spikes can halt an opponent's progress dead and leave them in mid-air for an air combo. Stay protected first to prevent your enemies from gaining AP, and then go wild once you're protected.

One of Ratchet's greatest strengths is his ability to play keep-away. He has several moves and Combos that end in an eject tornado or eject roll. That's your cue to switch targets upon completion of a combo. Once the enemy rolls away from Ratchet, there is undoubtedly going to be another adversary dropping in soon. Switch targets as soon as you can, and get into a rhythm, if possible. Transition from combo to ejection to new target to combo to ejection, and then back again.

Ratchet has a couple of minor mind game options, as well. Perform a throw by pressing Right Stick ← or → . This locks an enemy down for a few seconds, frustrating them and preventing them from earning AP. When they're released from the throw, they're still vulnerable to attack or must face a recovery period. You can break someone's momentum with ease by way of Ratchet's THROWS, so find the most dominant player and put a stop to their lead. You can also use a charged Plasma Striker (○) from a distance to gain AP with no fear of reprisal.

Be aggressive. Ratchet has moves that can create openings, punish whiffed Attacks, and control where and how an enemy is allowed to attack him. Take control of the match by going on an all-out offensive rush, rather than taking it slowly and trying to avoid dangerous situations. Get into the middle of the battle, and use Ratchet's tools to dominate the opposing characters.



Characters

Jak and Daxter

All-star overview

Jak has a tough time when it comes to combos. He has plenty of Attacks that have nice AP gain, but linking them together is more difficult than you might think. Instead of being a combo-heavy character that rapidly gains AP, Jak is best played as a disruptive character. He should interrupt opponents as often as possible for a nice AP gain, and once he reaches Level 1, he should immediately get as close as he can to several other enemies and go for a multiple kill.

WHY IS JAK'S LEVEL 1 SUPER ATTACK PRECURSOR LEGACY THE SUPER ATTACK TO FOCUS ON?

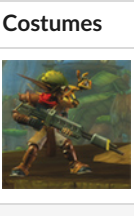
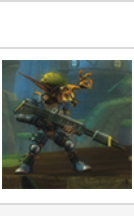
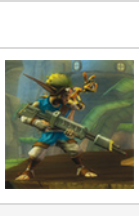
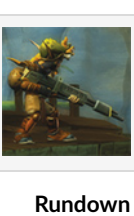
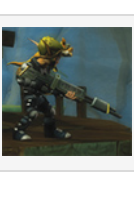
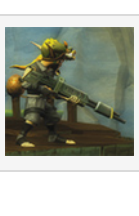
- Precursor Legacy has a limited range but works well against aggressive characters.
- You can build up this Super attack with just a few short Combos.
- The trade-off in terms of time vs AP spent is reasonable, and this attack can be used several times in a single match as a result.

WHAT'S THE BEST WAY TO EARN THE 150AP THAT REACHING LEVEL 1 REQUIRES?

- Focus on hitting several characters at once for an AP bonus.
- Take advantage of Jak's Daxter Spin Kick to earn a significant portion of the necessary AP in one attack.
- Keep a Gyro Buster deployed at all times for hands-free AP generation.

This gameplan meshes well with Jak's Attacks. While Precursor Legacy has a narrow area of effect, it is especially effective when moving in on enemies from above. Leap into the middle of the fray and immediately try to activate the Level 1 Super attack. Building AP with Jak may go slowly, but once he has sufficient AP, he can be particularly talented in battle.

AT A GLANCE

Costumes		
		
		

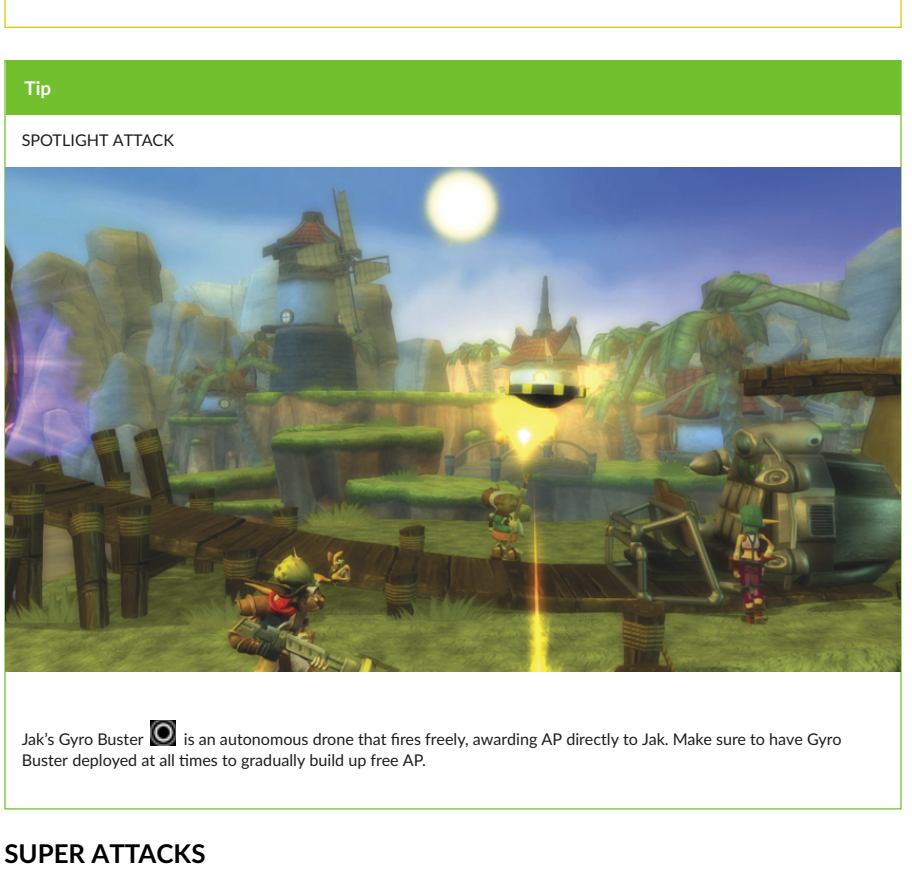
Rundown

- Name: Jak (aka Mar) and Daxter
- Series: Jak and Daxter
- Archetype: Guns and gadgets
- AP Meter Level 1/2/3 Values: 150/320/750
- Rival Character: Ratchet & Clank
- Best Matchups: Sweet Tooth
- Worst Matchups: Fat Princess
- Best Level: Time Station
- Worst Level: Metropolis
- Priority Pickups: Speed Boots

Lifelong best friends with a knack for getting themselves into and out of trouble, Jak and Daxter may not always agree on which of them is the true hero and which is the sidekick, but they know how to work together to defeat all threats to their planet. Jak's ability to manipulate Eco, the life force of their planet, combines with the duo's skill with gadgets, guns, and vehicles to make short work of those who wish them harm.

Tip

SPOTLIGHT ATTACK

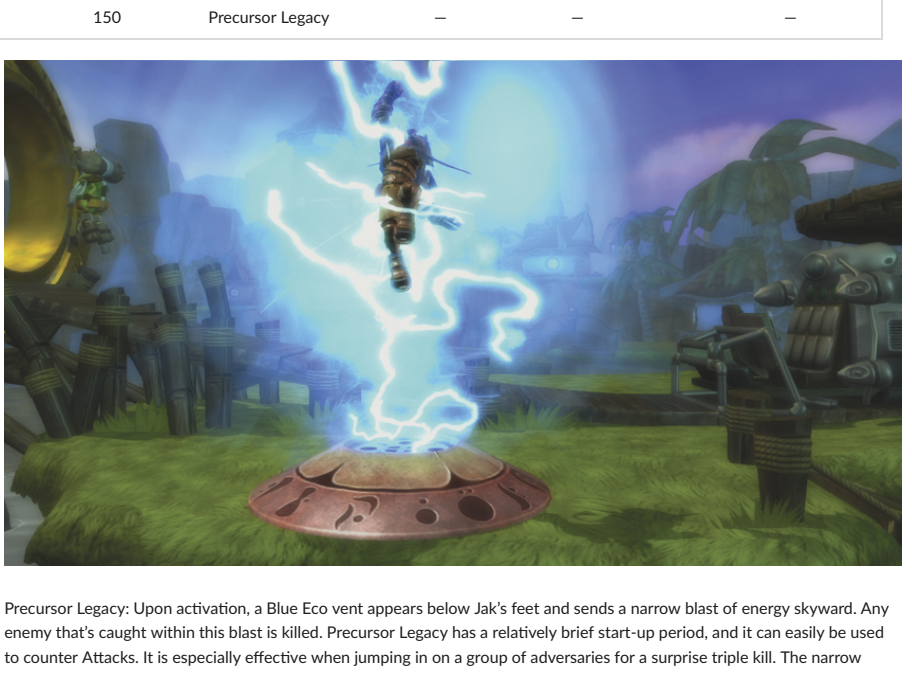


Jak's Gyro Buster ○ is an autonomous drone that fires freely, awarding AP directly to Jak. Make sure to have Gyro Buster deployed at all times to gradually build up free AP.

SUPER ATTACKS

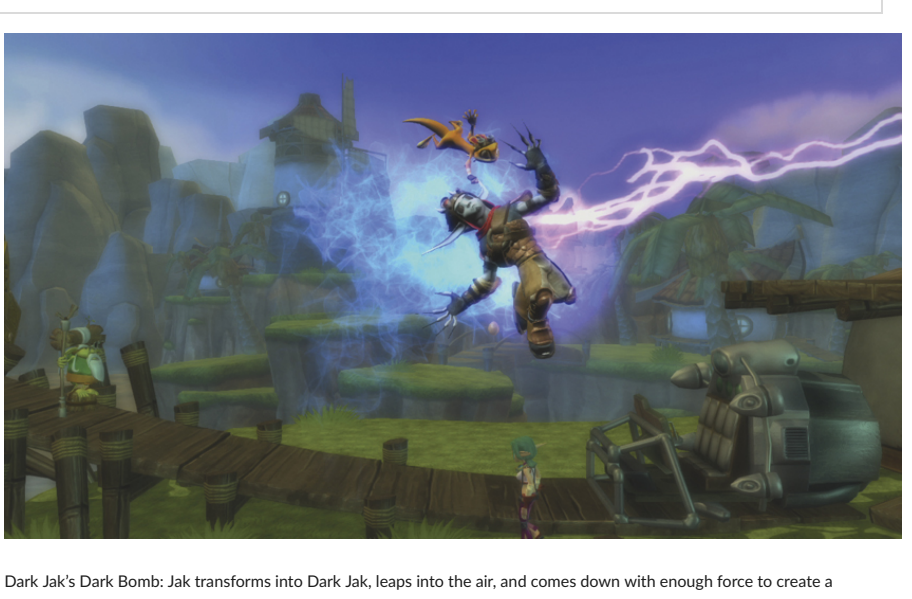
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Precursor Legacy	—	—	—



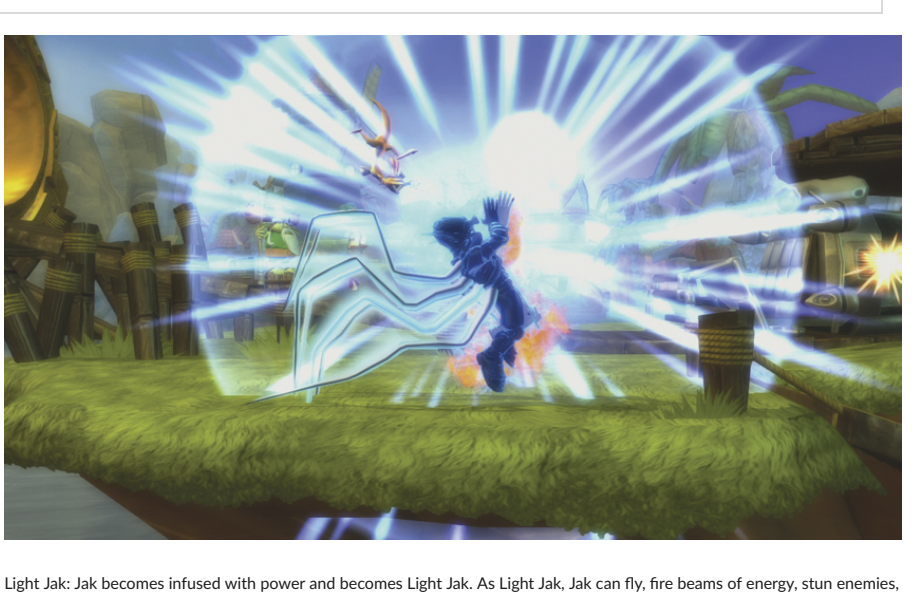
Precursor Legacy: Upon activation, a Blue Eco vent appears below Jak's feet and sends a narrow blast of energy skyward. Any enemy that's caught within this blast is killed. Precursor Legacy has a relatively brief start-up period, and it can easily be used to counter Attacks. It is especially effective when jumping in on a group of adversaries for a surprise triple kill. The narrow focus of the vent is a problem, however. If Jak is not directly next to an opponent, Precursor Legacy may miss.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	320	Dark Jak's Dark Bomb	—	Press ← or → to change direction of leap after activation.	Kills enemies caught in impact explosion



Dark Jak's Dark Bomb: Jak transforms into Dark Jak, leaps into the air, and comes down with enough force to create a shockwave that kills any enemy it strikes. This move is great at scoring multiple kills, but it leaves something to be desired in terms of start-up time. Jak has to leap forward before the Super attack kills anyone, which gives opponents a chance to leap out of the way. Luckily, you can change Dark Jak's direction before the leap by pressing ← or → in order to catch fleeing opponents. This flashy move is good for scoring a few quick kills, but use it carefully so that your challengers don't get a chance to dodge and counterattack.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Light Jak	12 seconds	Use left stick to fly, □ / △ / ○ to attack, ✕ to dash	○ causes butt-drop and slow



Light Jak: Jak becomes infused with power and becomes Light Jak. As Light Jak, Jak can fly, fire beams of energy, stun enemies, and dash across the stage at high speed. Jak can also cover himself in a force field, and any foe that touches the shield is killed. Jak moves faster than normal as Light Jak, and dashing with ✕ is a great way to quickly catch up to escaping adversaries. Jak dominates the match while transformed into Light Jak, but building up the 750AP to perform the Super attack prevents you from scoring any kills in the interim.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Jet Board Flip	Right stick ↑	15%	Unblockable; 30AP of super armor	Launch	—

Jet Board Flip: Jak uses his Jet Board to backflip and knock his enemy into the air. This throw's Heavy AP Penalty is very rewarding, and since it launches an attacker into the air, it is a simple matter to follow up with an air combo.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Daxter Pummel	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject roll	—

Daxter Pummel: Jak doesn't go into battle alone. Daxter, his ottsel (half-otter, half-weasel) sidekick, is an accomplished warrior in his own right. During this throw, Daxter smashes the enemy with a lot of Attacks while Jak winds up a big punch.

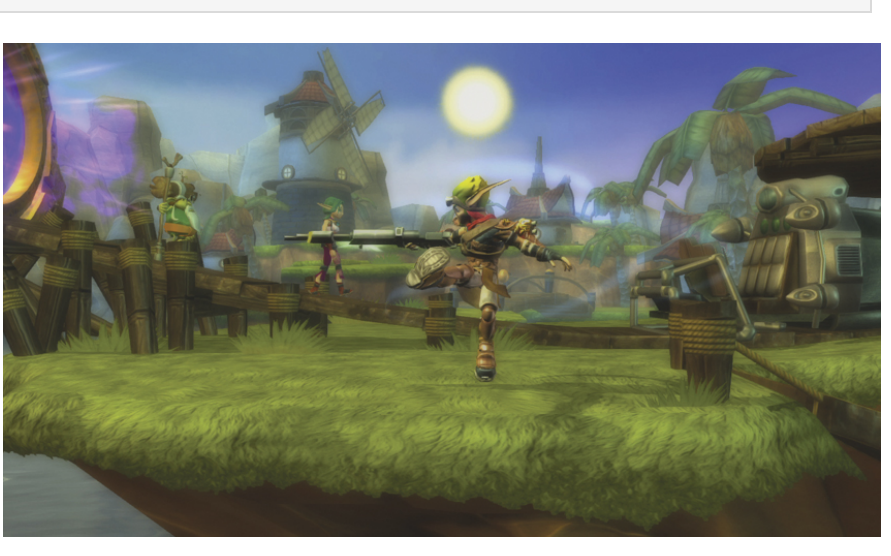
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Jet Board Spin	Right stick ↓	15%	Unblockable; 30AP of super armor	Eject tornado	Pushes away opponents struck during spin

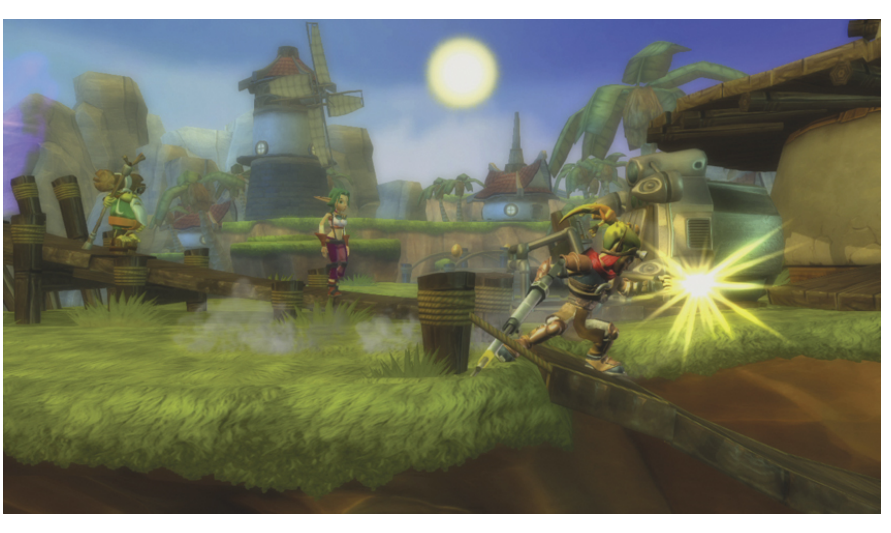
Jet Board Spin: Jak grabs hold of his opponent and performs a giant swing before throwing them far away in an eject tornado. This move is tough to follow up on, but considering that it leaves Jak in safety and with a bounty of AP, it is very worthwhile.

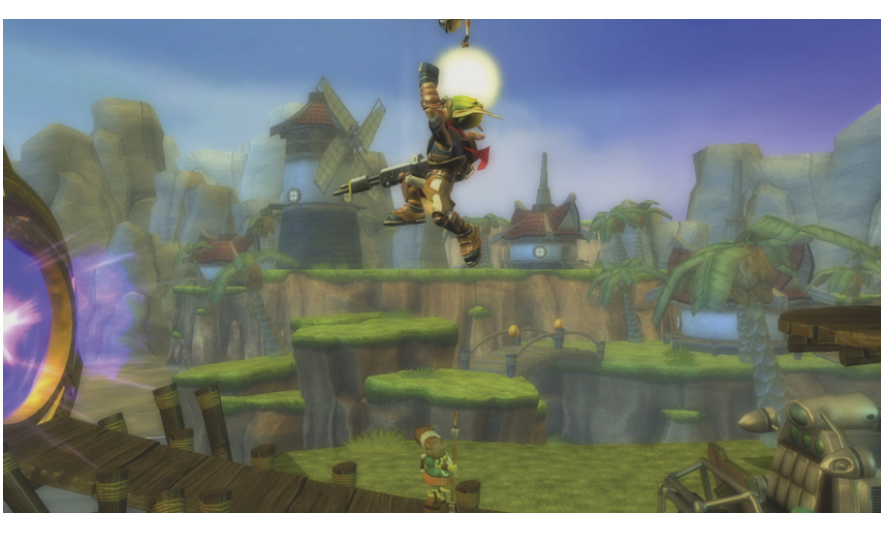
□ : SQUARE ATTACKS

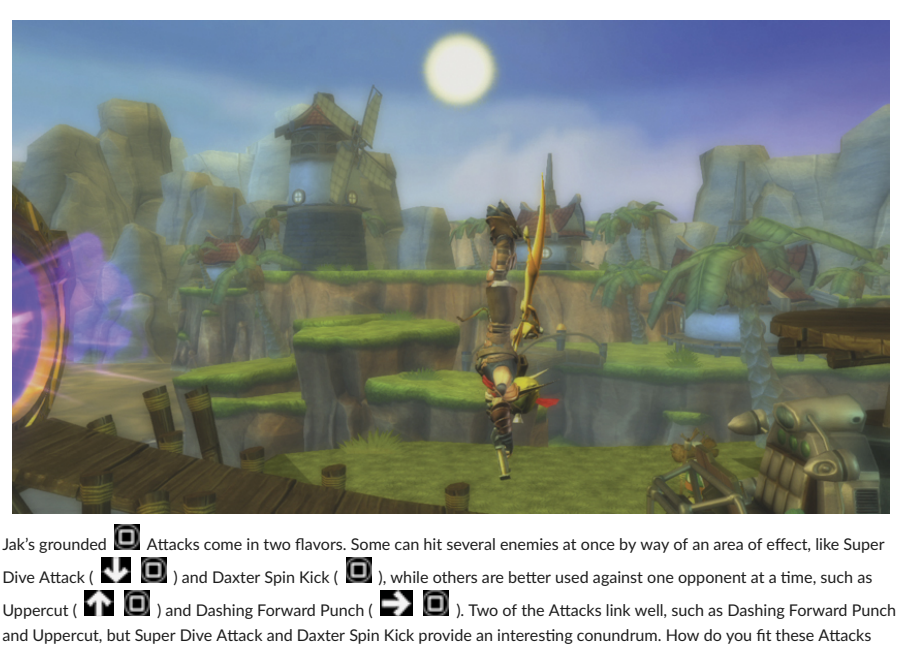
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Daxter Spin Kick	□	4–30	Attacks either side of Jak	Eject tornado (final hit)	—	Hold ← or → to move during attack
2	Dashing Forward Punch	→ □	5	—	Kneel	□ (on hit)	□ cancels into Uppercut
3	Uppercut	↑ □	20	Counts as single jump	Lift	—	Action OK at top of jump
4	Super Dive Attack	↓ □	20	—	Full launch	—	Press □ after first impact to repeat









Jak's grounded □ Attacks come in two flavors. Some can hit several enemies at once by way of an area of effect, like Super Dive Attack (↓ □) and Daxter Spin Kick (□), while others are better used against one opponent at a time, such as Uppercut (↑ □) and Dashing Forward Punch (→ □). Two of the Attacks link well, such as Dashing Forward Punch and Uppercut, but Super Dive Attack and Daxter Spin Kick provide an interesting conundrum. How do you fit these Attacks into a reasonable gameplan for Jak?

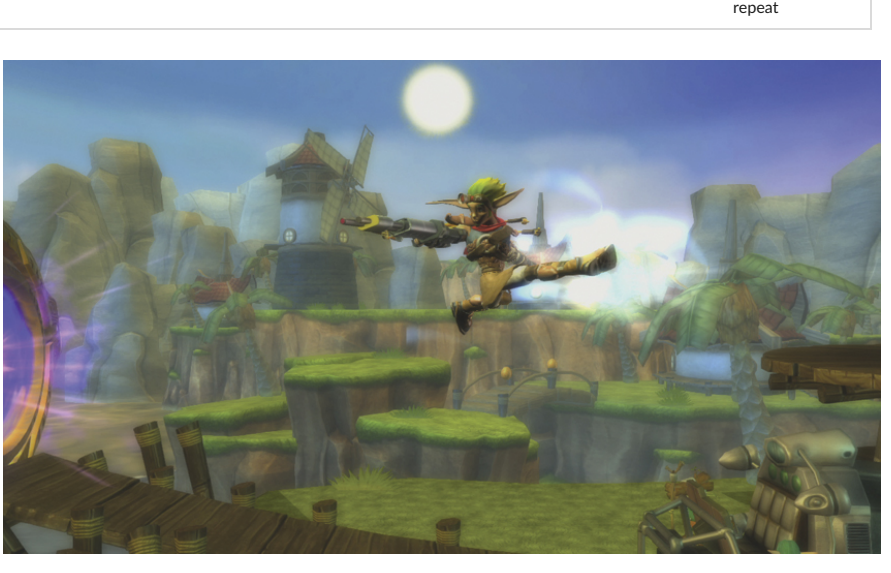
Daxter Spin Kick is a seven-hit combo that earns 30AP. It ends in an eject tornado, which leaves the enemy far from Jak, assuming they have a clear flight path. Jak lacks moves that allow him to travel over a significant amount of ground quickly, and so you must dedicate a few seconds to having him catch up to his enemy.

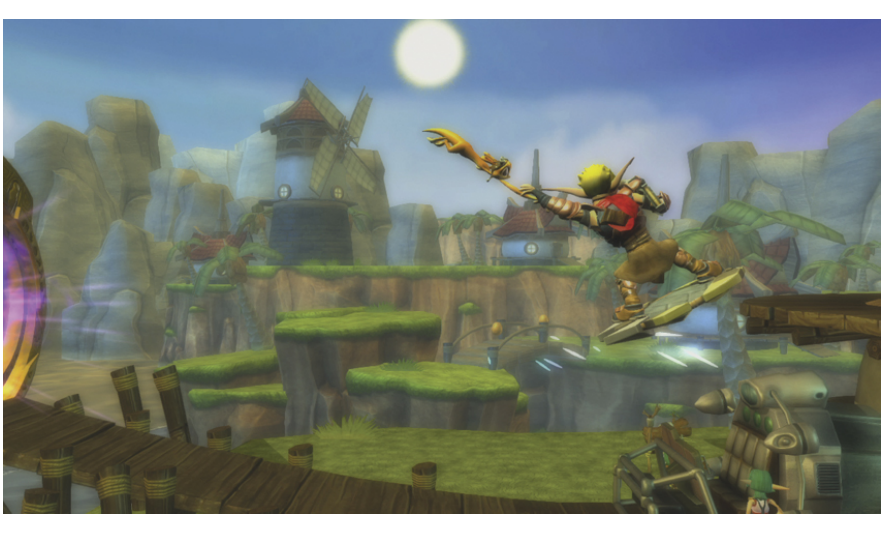
Jak leaps into the air, flips, and then slams to the ground during his Super Dive Attack. This move has a long start-up time, Jak is vulnerable during his leap, and it is difficult to follow up with anything but an airborne → □ or an airborne → △ , an attack that only connects with the finest of timing.

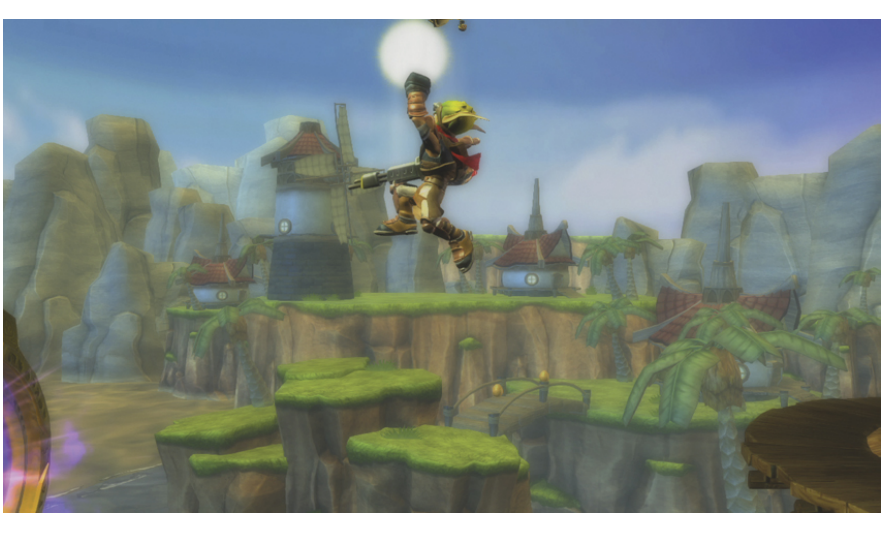
Figuring out how to properly utilize these Attacks is key to figuring out how to play as Jak. It's clear that Jak is not a character that revolves around combos, so another solution must be found to maximize AP gain. Jak has several area of effect Attacks, and those should be used as Jak's best route toward rapidly gaining AP.

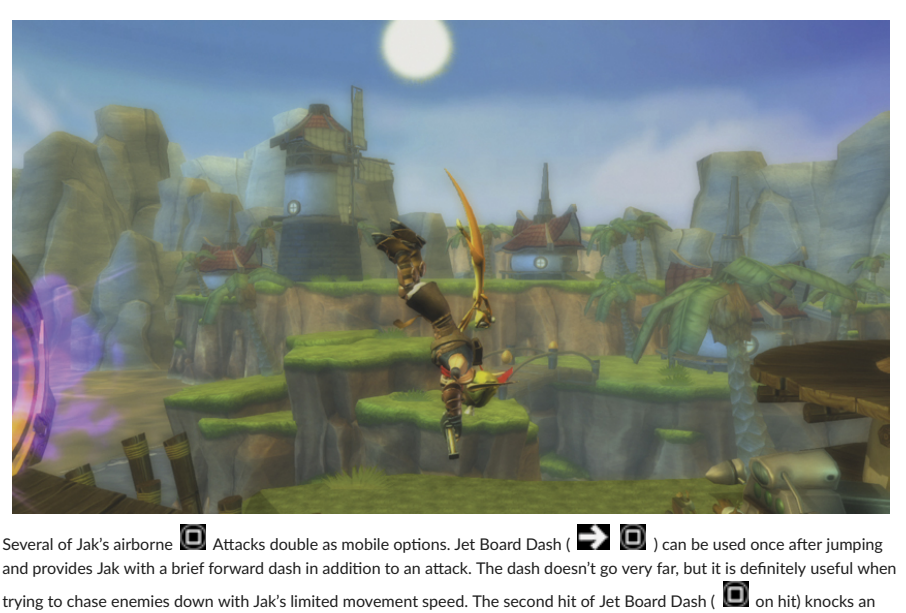
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Daxter Spin Kick	Air □	4–30	Attacks either side of Jak	Eject tornado (second hit, grounded foe)	—	Hold ← or → to move during attack
2	Jet Board Dash	Air → □	5	Dashes forward	—	□ (on hit)	—
-	Jet Board Dash 2nd Hit	Air → □ (on hit) □	30	—	Eject tornado	—	—
3	Air Uppercut	Air ↑ □	20	—	Lift	—	—
4	Air Super Dive Attack	Air ↓ □	20	—	Full launch	—	Press □ after first impact to repeat









Several of Jak's airborne □ Attacks double as mobile options. Jet Board Dash (→ □) can be used once after jumping and provides Jak with a brief forward dash in addition to an attack. The dash doesn't go very far, but it is definitely useful when trying to chase enemies down with Jak's limited movement speed. The second hit of Jet Board Dash (□ on hit) knocks an adversary into an eject tornado. If you perform a Jet Board Dash near a wall to force a foe into a wallbounce, the odds of being able to follow up on the attack are much better.

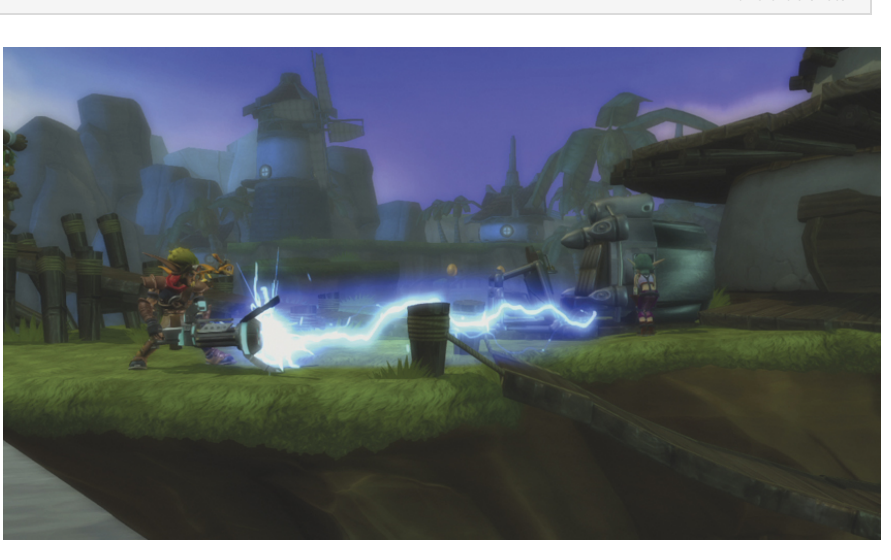
Considering that pressing □ after a Jet Board Dash results in a second hit, you can't mix and match a Jet Board Dash and Air Daxter Spin Kick (□) as easily as you may think. Air Daxter Spin Kick is a pure attack with no particular mobile applications, but it remains a great asset in the air and a good source of AP.

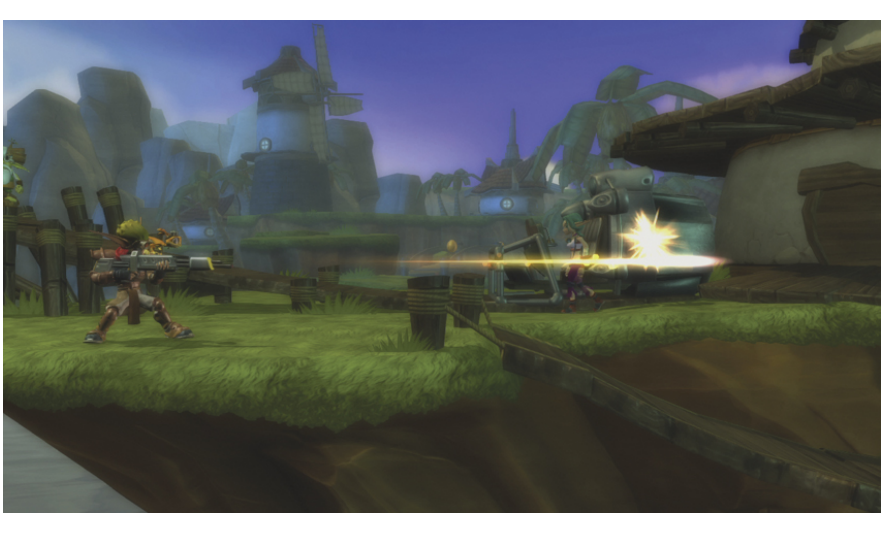
Air Uppercut (↑ □) and Air Super Dive Attack (↓ □) are the other maneuvers that serve as mobile options. Instead of giving Jak a chance to move horizontally and chase down enemies, however, these moves are most useful when they're used to evade Attacks. Both Attacks send Jak flying directly up into the air or slamming down to the ground. Using Air Uppercut after a double jump gives Jak the greatest upward mobility in the game. Air Super Dive Attack is remarkably useful when used to drop out of the air before an enemy has a chance to chase Jak down with an air combo, or to surprise characters below Jak. However, Air Super Dive Attack isn't effective as an anti-air, since it only earns AP when it impacts with the ground.

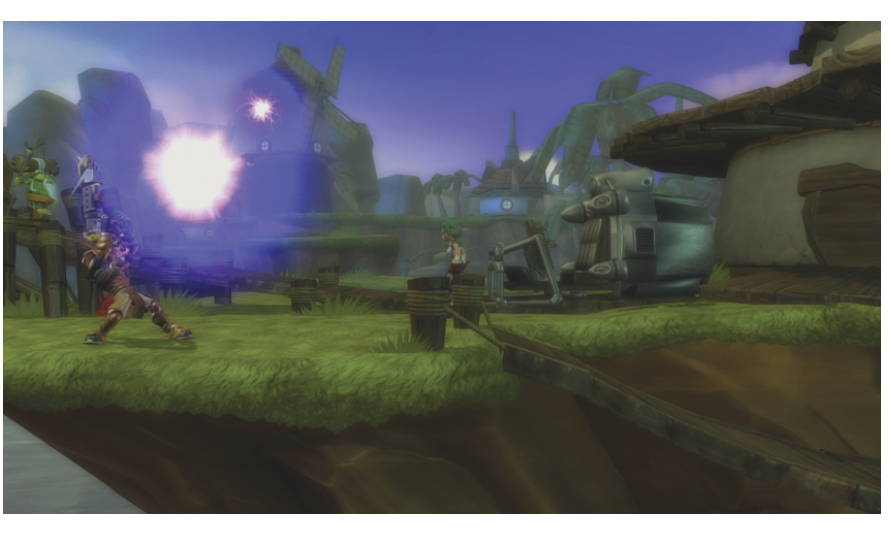
△ : TRIANGLE ATTACKS

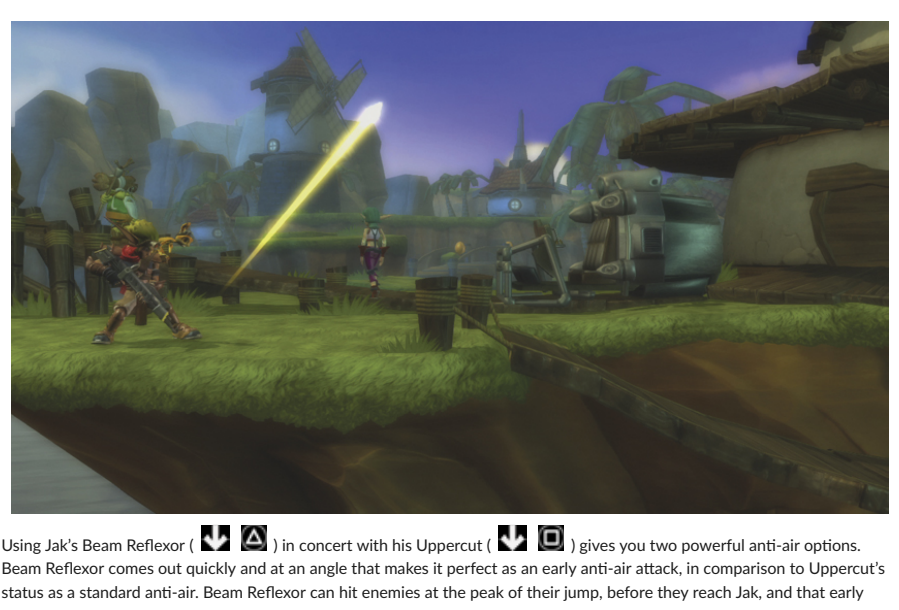
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Arc Wielder	(hold) △	4–16	Three-second beam; slowly raises foe off ground	—	—	Press ↑ or ↓ to aim
2	Blaster	→ △	10–30	—	Eject roll (third hit)	—	Hold △ for two extra shots
3	Peace Maker	↑ △	5	Fires 45 degrees upward	Shock	—	—
4	Beam Reflexor	↓ △	5 per shot	Bullets ricochet	—	—	Hold △ for two extra shots









Using Jak's Beam Reflexor (↓ △) in concert with his Uppercut (↓ □) gives you two powerful anti-air options. Beam Reflexor comes out quickly and at an angle that makes it perfect as an early anti-air attack, in comparison to Uppercut's status as a standard anti-air. Beam Reflexor can hit enemies at the peak of their jump, before they reach Jak, and that early counterattack gives you time to mount a proper offensive rush when they eventually land.

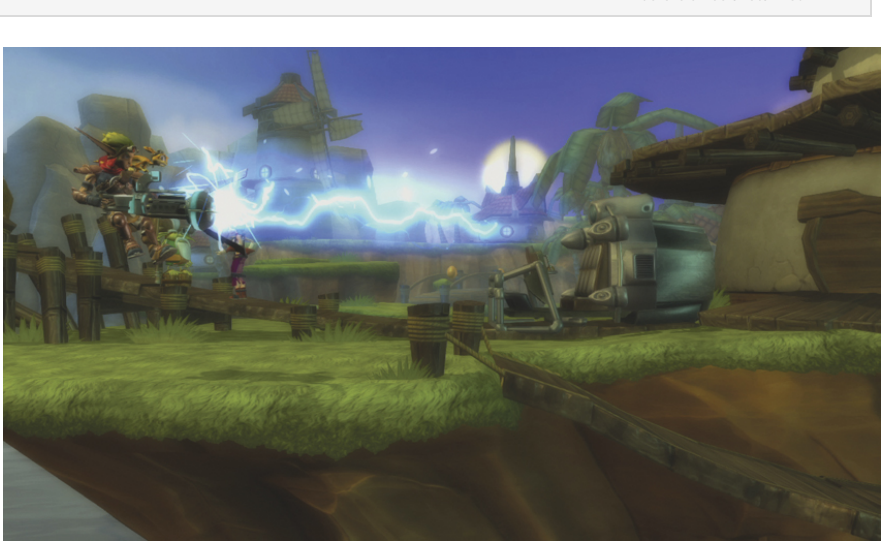
Jak's other air-based △ maneuvers have start times that make using them on the fly fairly difficult. Arc Wielder (△) can be charged for 16AP, but you have to wait for the weapon to spin up before it can be fired. The start-up lag is short—less than a second—but that brief delay can mean the difference between a successful attack and combo-opener and a whiffed attack that is quickly punished by your enemy.

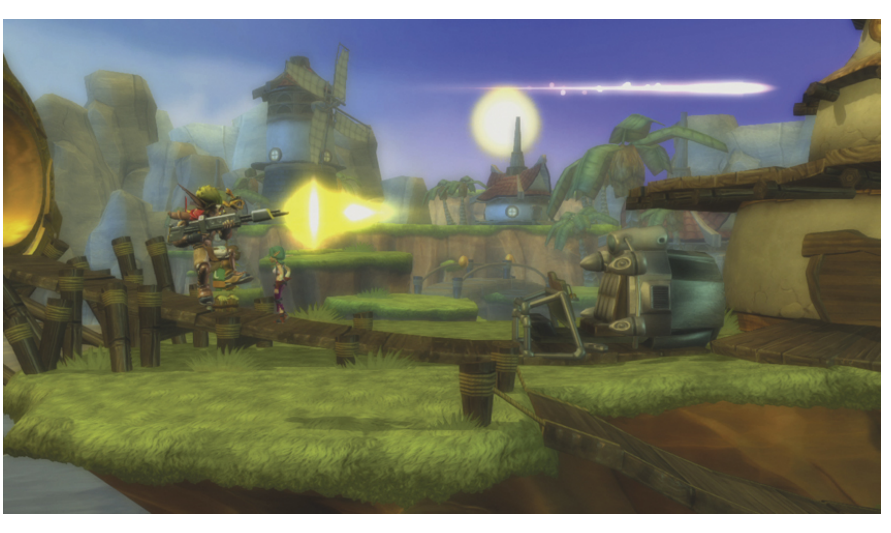
Blaster (→ △) is a great medium-range option for Jak. It's best used to control an adversary's position. Hold △ after inputting the command to fire two more shots in addition to the first. The last shot, assuming all three shots hit, results in your opponent eject rolling away, putting a comfortable amount of distance between the foe and Jak.

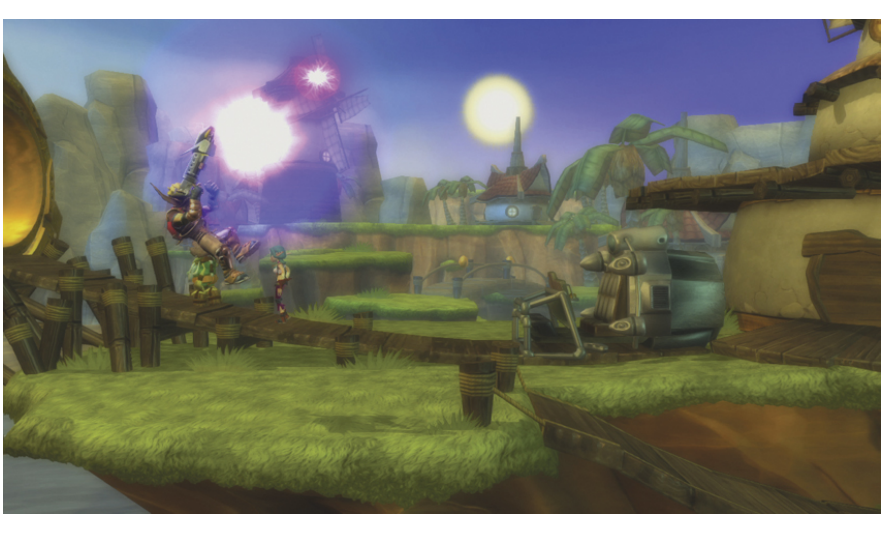
Use Peace Maker (↑ △) to pin down your opponents when they're otherwise occupied with performing an air combo or maneuvering around the level. Jak fires a bolt of purple energy into the sky at a 45-degree angle. Enemies struck by the blast are suspended in mid-air in a shock state. Foes recover quickly from being shocked, so press the attack as soon as possible.

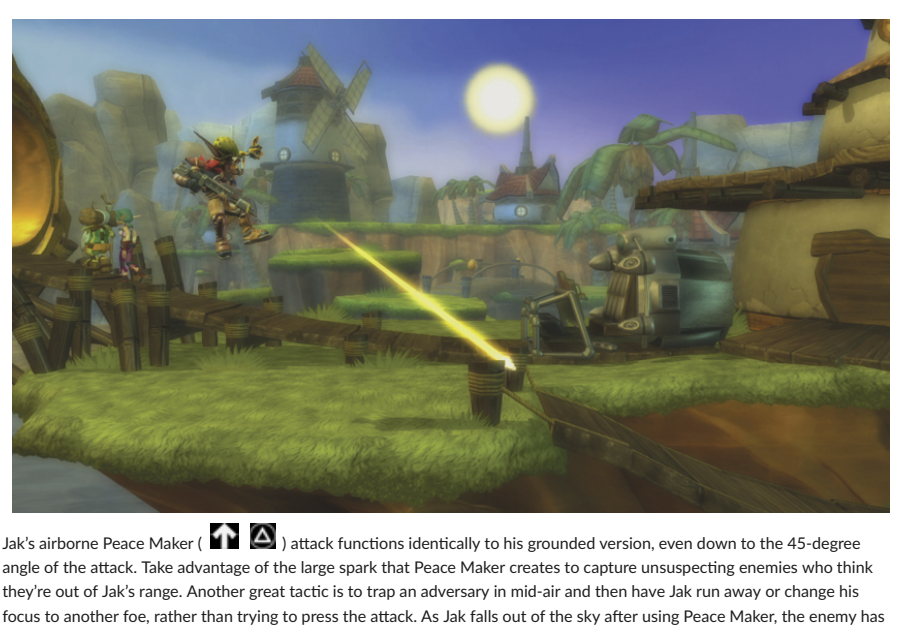
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Arc Welder	Air (hold) △	4–16	Three-second beam; slowly raises foe off ground	—	—	Press ↑ or ↓ to aim; continues firing when grounded
2	Air Blaster	Air → △	10–30	—	—	—	Hold △ for two extra shots; continues firing if grounded before three shots fired
3	Air Peace Maker	Air ↑ △	5	Fires 45 degrees upward	Shock	—	—
4	Air Beam Reflexor	Air ↓ △	5	Bullets ricochet	—	—	Hold △ for two extra shots; continues firing if grounded before three shots fired









Jak's airborne Peace Maker (↑ △) attack functions identically to his grounded version, even down to the 45-degree angle of the attack. Take advantage of the large spark that Peace Maker creates to capture unsuspecting enemies who think they're out of Jak's range. Another great tactic is to trap an adversary in mid-air and then have Jak run away or change his focus to another foe, rather than trying to press the attack. As Jak falls out of the sky after using Peace Maker, the enemy has time to recover from the shock and then perform an air recovery to get to safety.

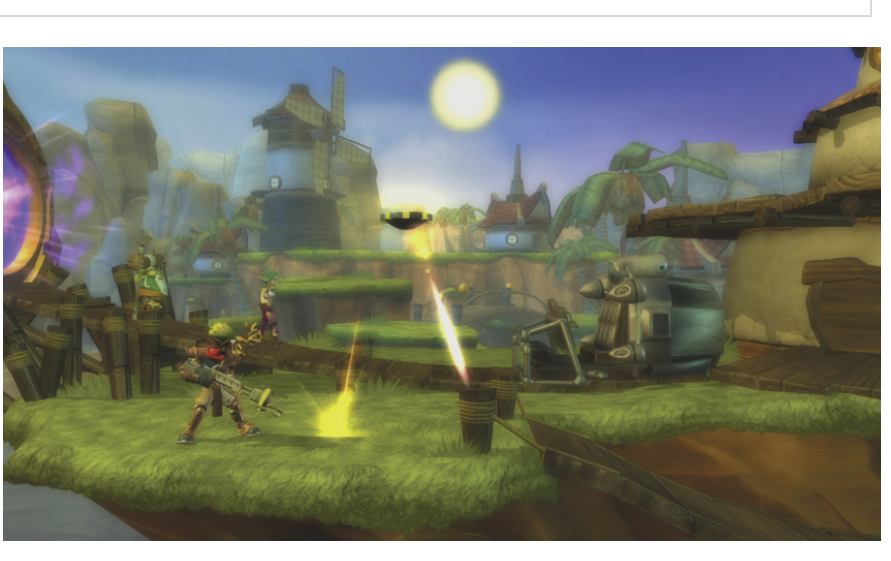
Using Blaster (→ △) in mid-air results in a difficult situation. The hit state causes the opponent to fall slower than Jak as they react to the strike, making it impossible to use as the introduction to an air combo or as anything but a delaying tactic or interruption. Arc Wielder (hold △) features a similar situation. Jak simply falls too fast to properly trap an enemy with this attack, which means that it's of limited use if you're a combo-heavy player.

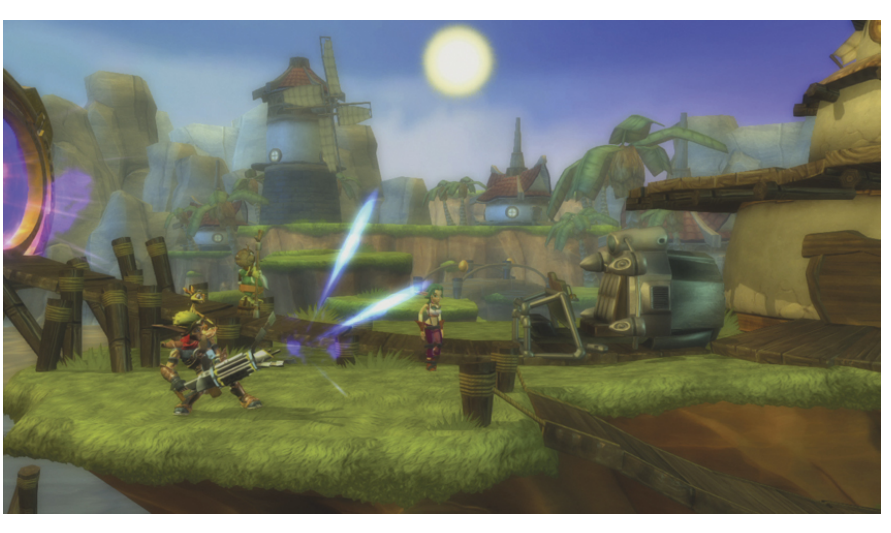
Beam Reflexor (↓ △), however, is great from the air. Firing it before getting within striking range means that the reflected beam should hit the ground, bounce up, and hit the enemy, rather than hitting the opponent without the ricochet. Players who see the beam strike the ground should assume that you whiffed the attack and drop their guard just in time for their characters to be hit by the ricocheting beam.

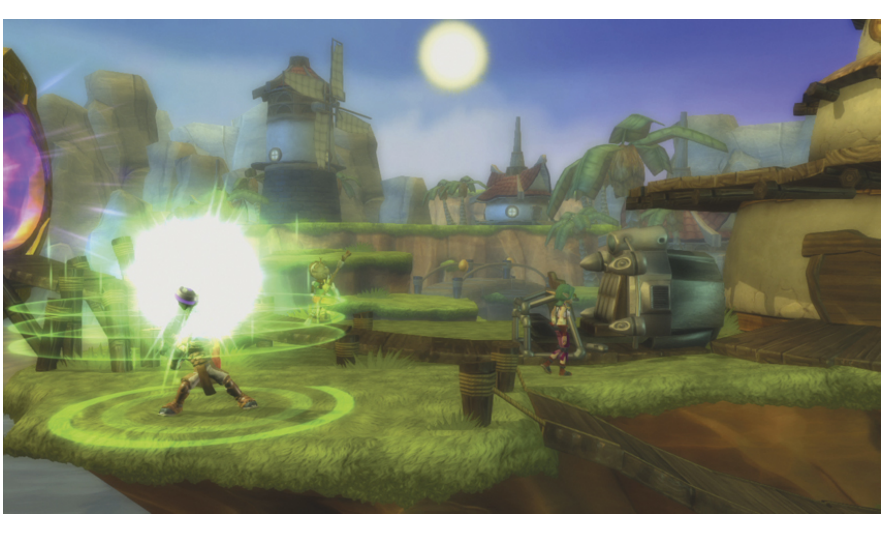
○ : CIRCLE ATTACKS

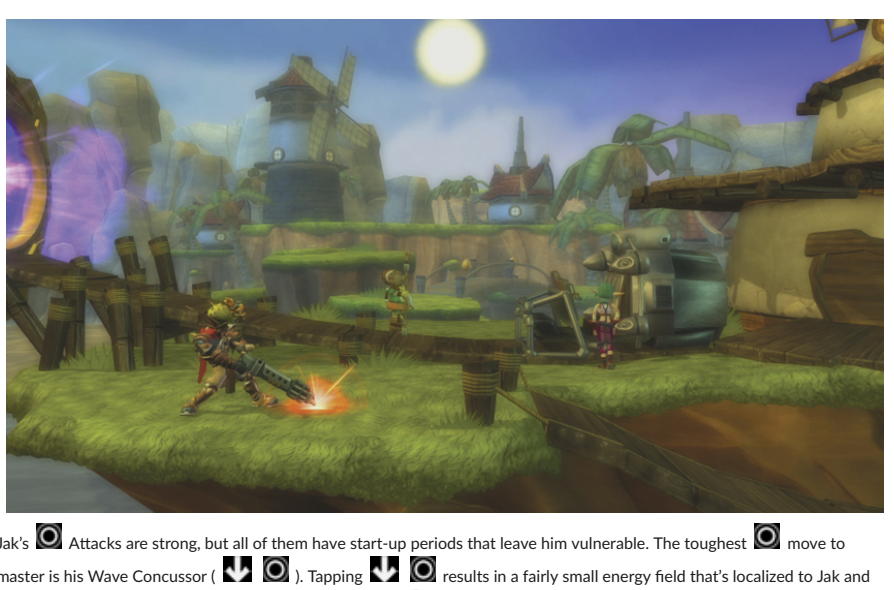
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Gyro Buster	○	5 per shot	Drone lasts four seconds or until hit by attack or wall	Twitch	—	Drone travels forward automatically
2	Needle Lazer	→ ○	2–10	Homing projectiles	Lift	—	—
3	Mass Inverter	↑ ○	5	—	Float	—	Long startup
4	Wave Concussor	↓ ○	20	Hold ○ to increase radius	Butt-drop	← → ✕	Cancel OK only during charge
-	Wave Concussor Strong	(hold) ↓ ○	20	Leaves Jak airborne	Full launch or guard break	← → ✕	—









Jak's ○ Attacks are strong, but all of them have start-up periods that leave him vulnerable. The toughest ○ move to master is his Wave Concussor (↓ ○). Tapping ↓ ○ results in a fairly small energy field that's localized to Jak and makes nearby enemies butt-drop. The longer you charge ↓ ○ , however, the larger the field, and the more powerful the explosion becomes. Jak is knocked back upon completion of this move, which means that it's a difficult move to work into a combo or use as the beginning of a combo. It's best used for crowd control and to push your opponents away, rather than as a part of your standard offensive plan.

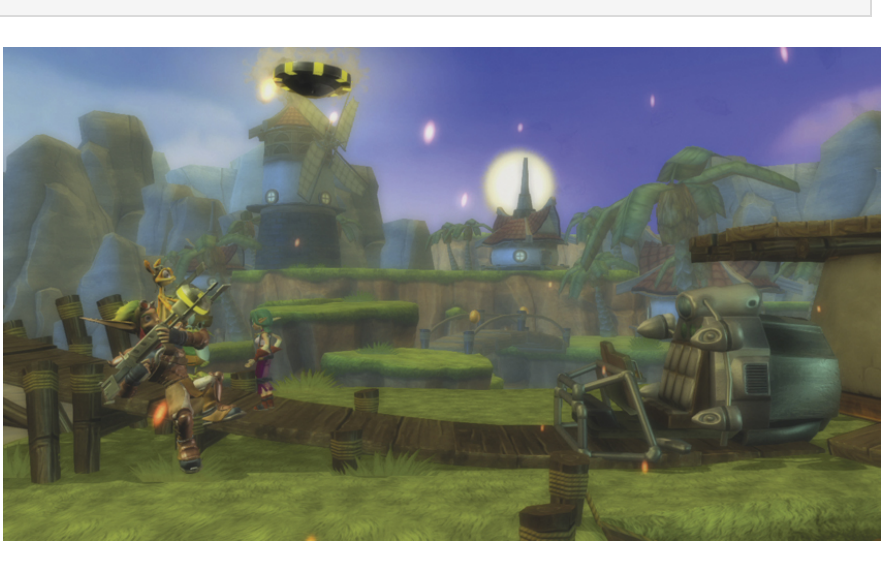
Gyro Buster (○) is another good crowd control tool. It doesn't do much damage, earning you just 5AP per successful hit, but the psychological effect is useful. Characters that are unfamiliar with Jak's moveset are going to go into a defensive position rather than attacking, halting their AP gain momentarily, while other characters are going to instinctually block just to prevent you from gaining the minor amount of AP the attack generates. Use this situation to begin charging a Wave Concussor to disrupt everyone's attack plan.

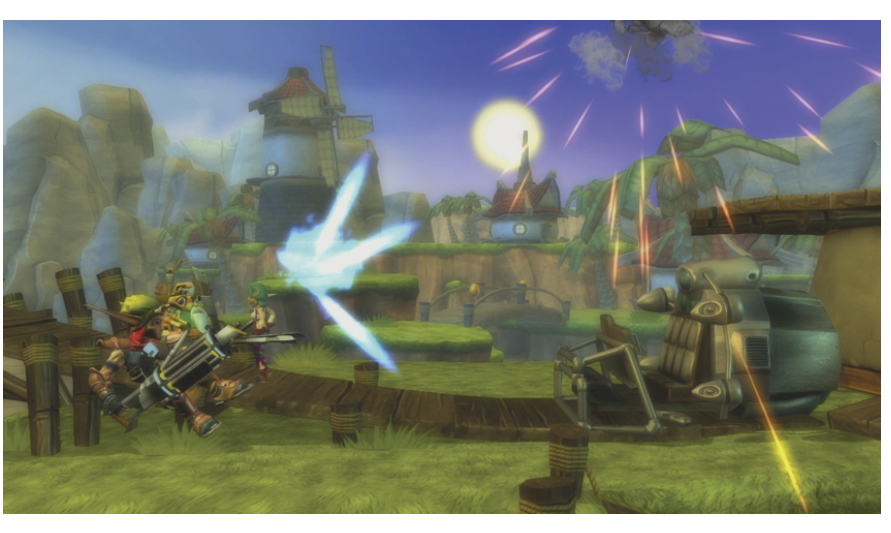
Needle Lazer (→ ○) is another move with relatively low AP but great crowd control capabilities. These homing lasers travel a short distance and track nearby enemies, and the lasers travel just a short distance before dissipating. Jak needs to be close to make this move work for him.

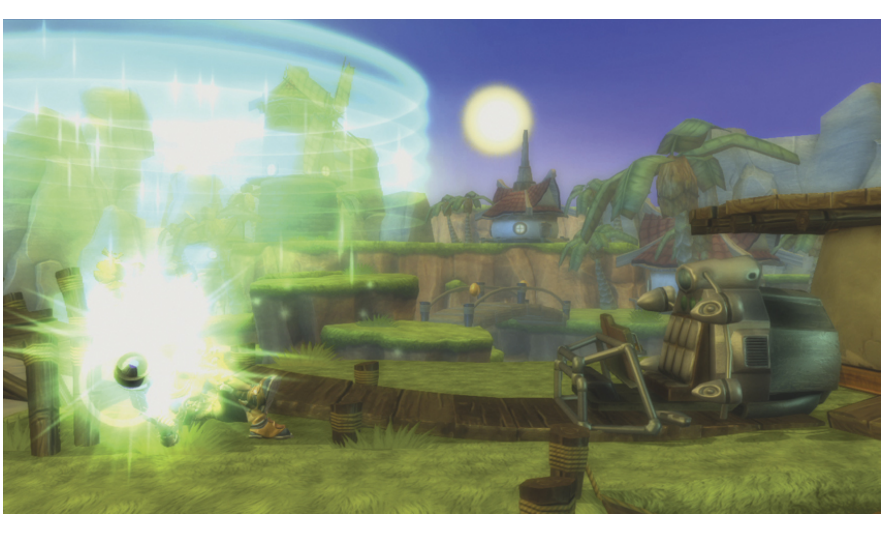
Mass Inverter (↑ ○) forces opponents to float when struck. This move's start-up time means that you need to have Jak safe before activating it, but its limited range requires Jak to stay in close. Go for the Mass Inverter after softening your enemies up with a short ground combo or butt-drop.

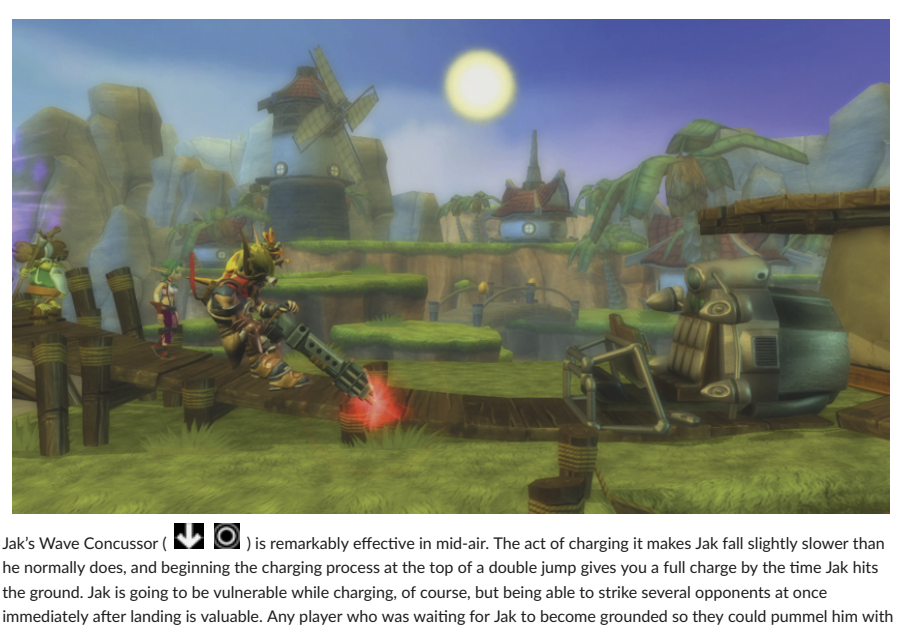
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Gyro Burster	Air ○	5 per shot	Drone lasts four seconds or until hit	—	—	Drone travels forward automatically
2	Air Needle Lazer	Air → ○	4–10	Homing projectiles	Lift	—	—
3	Air Mass Inverter	Air ↑ ○	5	—	Float	—	—
4	Air Wave Concussor	Air ↓ ○	20	Chargeable	Butt-drop (tap); Full launch or guard break (charged)	← → ✕	Can continue charging once grounded; cancel only OK once grounded and during charge









Jak's Wave Concussor (↓ ○) is remarkably effective in mid-air. The act of charging it makes Jak fall slightly slower than he normally does, and beginning the charging process at the top of a double jump gives you a full charge by the time Jak hits the ground. Jak is going to be vulnerable while charging, of course, but being able to strike several opponents at once immediately after landing is valuable. Any player who was waiting for Jak to become grounded so they could pummel him with their character is in for a rude surprise.

Mass Inverter (↑ ○) requires expert timing to fully utilize in mid-air. After pressing ↑ ○ , Jak takes a moment to aim and prep the attack before it fires. This means that you need to learn to predict your enemy's actions before firing the Mass Inverter. Try to catch falling opponents with the attack for the best results.

Needle Lazer (→ ○) and Gyro Buster (○) are airborne Attacks that are good to use against grounded foes. Gyro Buster allows you to create a temporary ceiling of sorts that prevents enemies from jumping in on Jak, or jumping period. Players are going to want to have their characters avoid the Gyro Buster's blasts, so as long as the Gyro Buster is out, expect them to play it safe. Needle Lazer lets you keep your foes contained, as well. If you notice that your enemy tends to jump in on Jak with an attack to begin their combos, then react with a Needle Lazer the next time you see them jump. Even if just one of the three beams strikes its target, you should have interrupted their attack and placed Jak into an advantageous position.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↓ ○ , → □ , □

45AP

This combo requires you to have Jak approach his enemy at point-blank range, fire an uncharged Wave Concussor (↓ ○), and then immediately transition into the Dashing Forward Punch with an Uppercut finish (→ □ , □). The timing is pretty easy on this combo, making it easy to whip out on short notice, and you have several different options after successfully completing the Uppercut. You can perform an aerial Uppercut (↑ □) to gain some extra air and prepare to do an Air Super Dive Attack (↓ □) directly over your enemy's head, or pitch a Gyro Buster (○) into the air to deter your adversary from jumping again.

II. Against grounded foe: ↑ ○ , ↑ △ , ↑ □

30AP

This is an extreme close-range combo. When Jak is almost close enough to touch his enemy, input ↑ ○ to levitate them and then immediately input ↑ △ to trap them in mid-air. If he's close enough, ↑ □ should just barely tag the opponent, knocking them higher into the air while Jak falls to safety. This is a good combo to pull off when an adversary is determined to stay in Jak's face. The start-up time is a minor issue, so soften your enemy up or use an item to make them vulnerable before trying it.

III. Against grounded foe: ↑ ○ , ↓ △

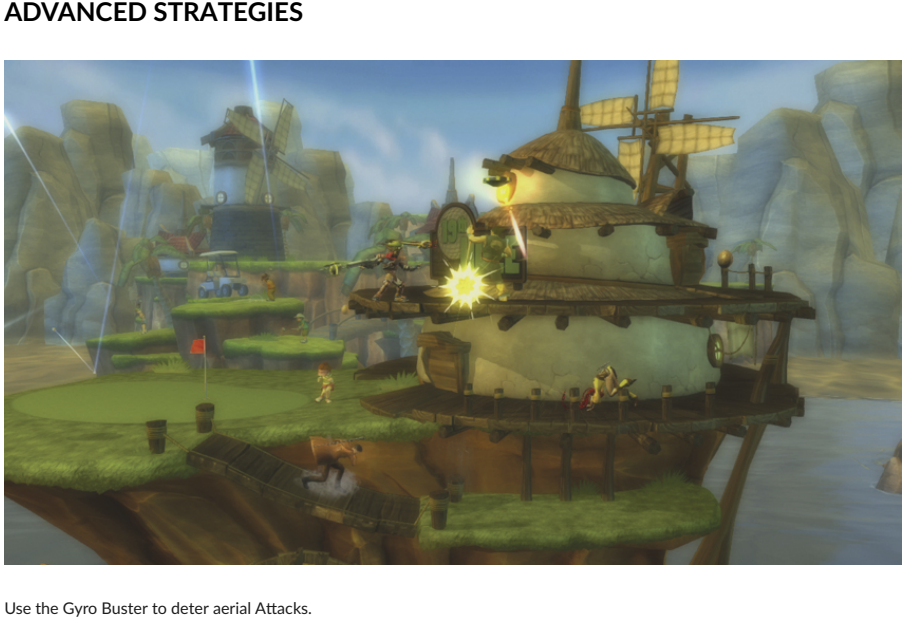
20AP

This combo requires sufficient spacing and fast timing, but it's a great way to force an enemy to give Jak some breathing room. Try to catch your foe at the outer edge of the Mass Inverter's (↑ ○) field to secure the best positioning for the Beam Reflexor (↓ △). If you try to activate the Beam Reflexor while the Mass Inverter is still functioning, nothing will happen. To avoid that situation and the inevitable punishment that comes with it, take a moment for the Mass Inverter to finish lifting the target, and then immediately activate the Beam Reflexor.

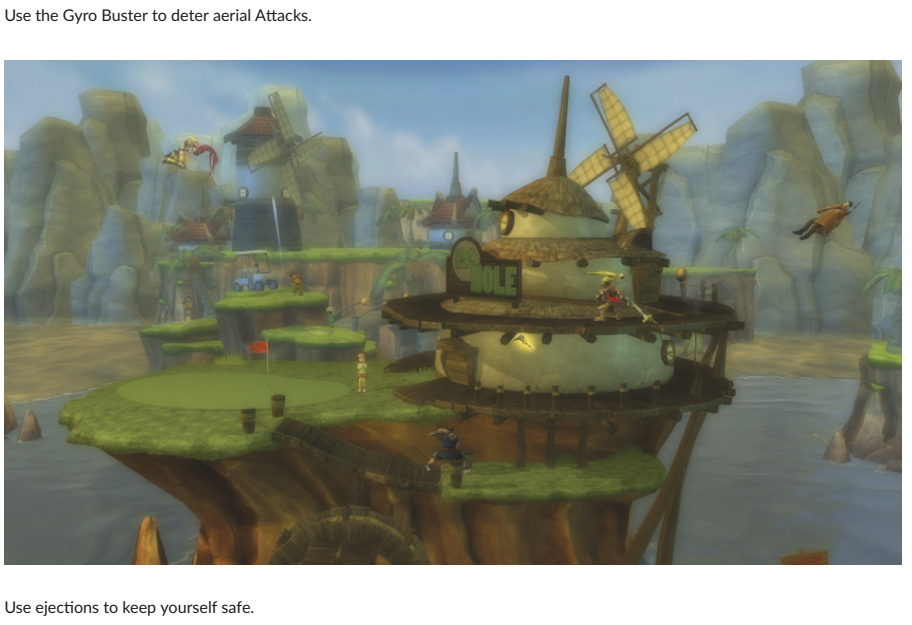
COMBO APPENDIX

Combo	+AP	Notes
↓ ○ , ↑ □	40	Perform this combo in the corner.
↓ □ , (air) → □ , □	55	Timing is crucial for this combo. Pressing (air) → □ too soon forces the third hit to whiff.

ADVANCED STRATEGIES



Use the Gyro Buster to deter aerial Attacks.



Use ejections to keep yourself safe.

Jak is not a particularly combo-heavy character. Too many of his moves have a start-up time that isn't conducive to lengthy and massively rewarding COMBOS. Jak isn't like Fat Princess, who can combo from almost any move into any other move. No, Jak must be played differently, and a close look at his moves reveals one possible route toward success.

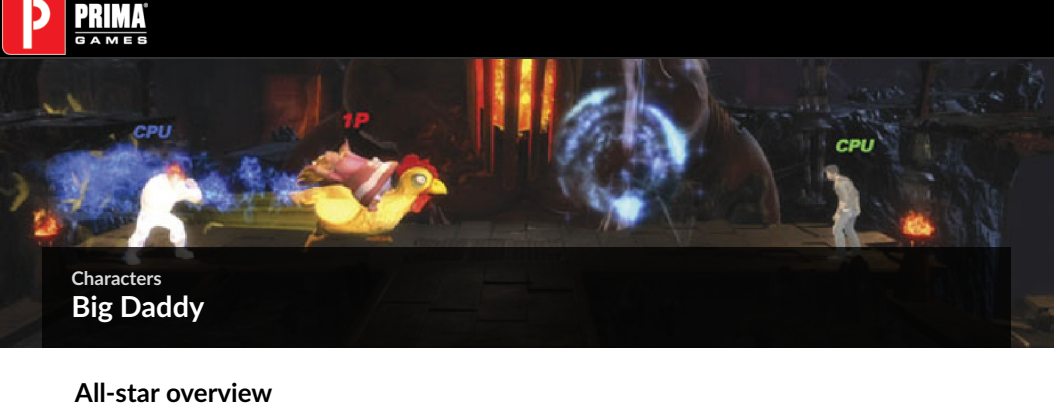
Even with the start-up times, Jak has several moves that can affect several characters at once, earning him a nice AP bonus. He can also avoid air COMBOS by performing an Uppercut (↑ □) or Air Super Dive Attack (↓ □) to launch himself higher into the sky or slam himself to the ground. This adds up to Jak being efficient as a disruptive character.

Playing Jak with the goal of hitting several opponents at once instead of focusing on one at a time makes all the difference. Someone who can disrupt other characters can easily take the lead in a match. Disrupting other characters involves stopping their Attacks before they can come out with an attack of your own, interrupting their COMBOS, and closing off their lanes of attack.

Use the Gyro Buster (○) to keep your foes grounded and prevent them from escaping to an upper level. Charge the Wave Concussor (↓ ○) during a double jump, and fire upon landing to take on several enemies at once. A fully charged Wave Concussor hitting three characters at once nets Jak 32 AP, a nice haul for a single attack.

Take advantage of the fact that Jak can move to the left and right while using Daxter Spin Kick (□). If Jak's close to one character but just out of range of another, try to attack the closest character and then slide closer to the farther character by moving during his attack. If you get him close enough, you can force all three of your adversaries to eject tornado away from Jak. In the worst-case scenario, you can eject one or two enemies and then immediately lift the remainder with Mass Inverter (↑ ○) to set up further Attacks.

Jak needs to stay in the thick of battle, and preferably in situations where he is either outnumbered or has easy access to several other characters at once. Jak's at his best when he's controlling the stage and his enemies, and he can't effectively do that from far away. Staying in the midst of battle is a risky prospect, as other players are definitely going to attempt to score AP off you, but it's necessary to properly employ Jak's attacks and Super Attacks.



Characters

Big Daddy

All-star overview

A Big Daddy's only goal in life is to protect his Little Sister. Designed to survive in the sub-oceanic depths around the hidden city of Rapture, Big Daddy's thick armored plating only serves to make him the slowest moving All-Star on the roster. Luckily, his Plasmid attacks can lock down foes until he can get within range of his powerful drill arm. Your focus with Big Daddy is to use his Plasmid traps to lock opponents in place and follow up with Charging Rush, working to build the 750AP needed to activate his Level 3 Super, The Flood.

WHY DO YOU WANT TO FOCUS ON USING BIG DADDY'S LEVEL 3?

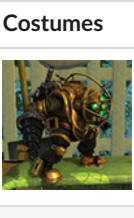
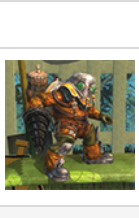
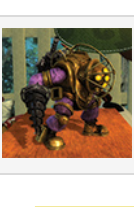
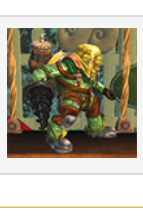
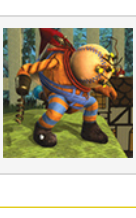
- The Flood forces opponents to move very slowly as they struggle to swim.
- Big Daddy moves faster than when under the influence of his Level 2 Super, and he doesn't have to deal with fleeing enemies.
- The Flood can easily add up to six kills to your score, even on the largest maps.

HOW DO YOU BUILD UP THE 750AP REQUIRED TO ACTIVATE THE FLOOD?

- Use the super armor properties of Charging Rush (hold → △) to close the distance with opponents.
- Lock down enemies with Electro Bolt → ○ until you can get in range of Big Daddy's drill attacks.
- Use the incredible reach and area of effect properties of Big Daddy's △ attacks to catch multiple adversaries at once for an AP bonus.

Working with Big Daddy can be a struggle on platform-heavy levels, but learning how to use his various traps and drill attacks can keep the AP flowing your way. He may be slow, but a majority of his attacks award big AP on hit, and his Charging Rush attack more than compensates for his slow movement speed.

AT A GLANCE

Costumes		
		
		

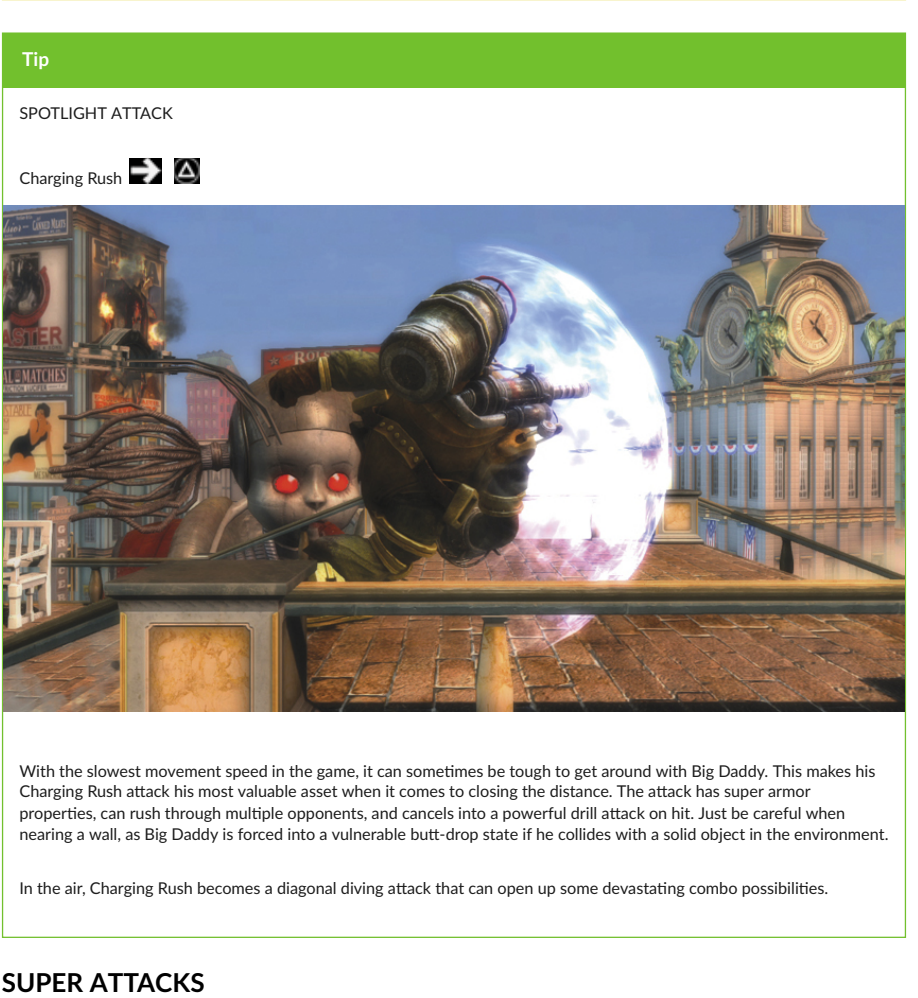
- Name: Big Daddy
- Series: Bioshock
- Character Archetype: Slow-Moving Heavy Melee
- AP Meter Level 1/2/3 Values: 100/330/750
- Rival Character: Sackboy
- Best Matchups: Radec, Sir Daniel
- Worst Matchups: Nariko, Raiden
- Best Level: Dojo
- Worst Level: Sandover Village, Alden's Tower
- Priority Pickups: Boots of Hermes, Razor Claws

Genetically programmed to search for ADAM essential to the social fabric of their undersea city, Little Sisters roam through the portals and tunnels of Rapture. Because the substance they extract from the recently fallen is so precious, the girls are accompanied at all times by their fearsome, diving suit-clad protectors, the Big Daddies. Armed with a deadly drill, possessed of incredible strength, and capable of quick bursts of speed, the Big Daddies guard their charges jealously, making all who attempt to harm a Little Sister wish they hadn't.

Tip

SPOTLIGHT ATTACK

Charging Rush → △



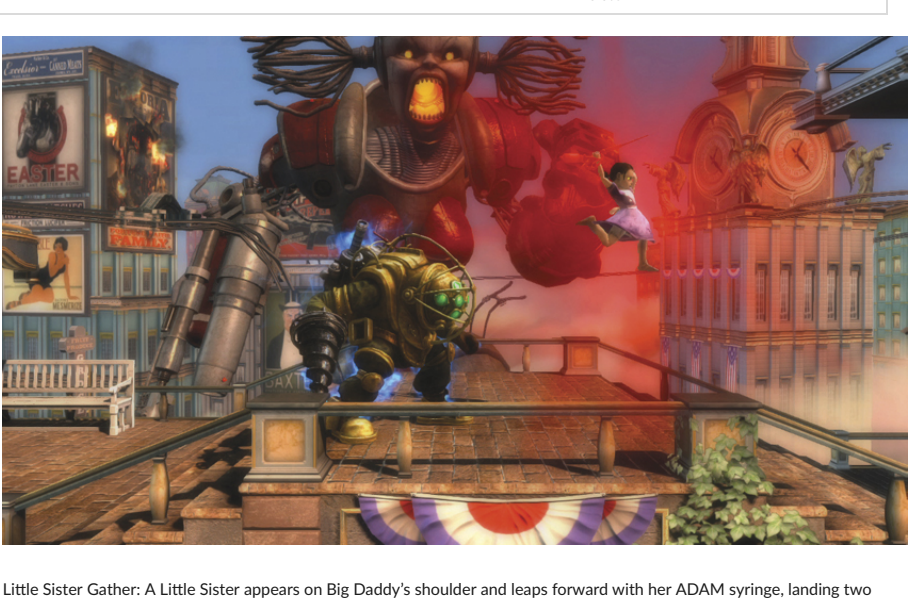
With the slowest movement speed in the game, it can sometimes be tough to get around with Big Daddy. This makes his Charging Rush attack his most valuable asset when it comes to closing the distance. The attack has super armor properties, can rush through multiple opponents, and cancels into a powerful drill attack on hit. Just be careful when nearing a wall, as Big Daddy is forced into a vulnerable butt-drop state if he collides with a solid object in the environment.

In the air, Charging Rush becomes a diagonal diving attack that can open up some devastating combo possibilities.

SUPER ATTACKS

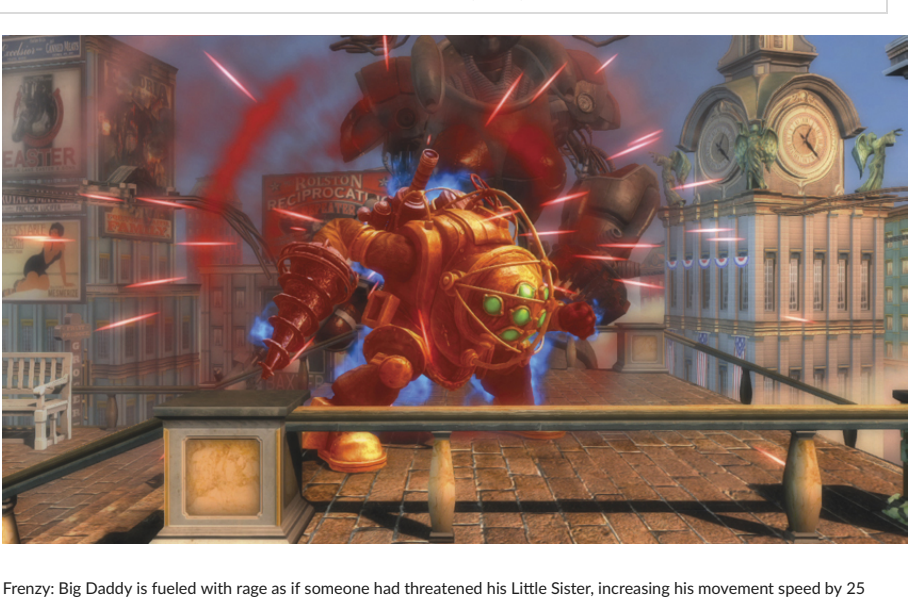
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	100	Little Sister Gather	1 second	—	Enemies killed on contact with Little Sister



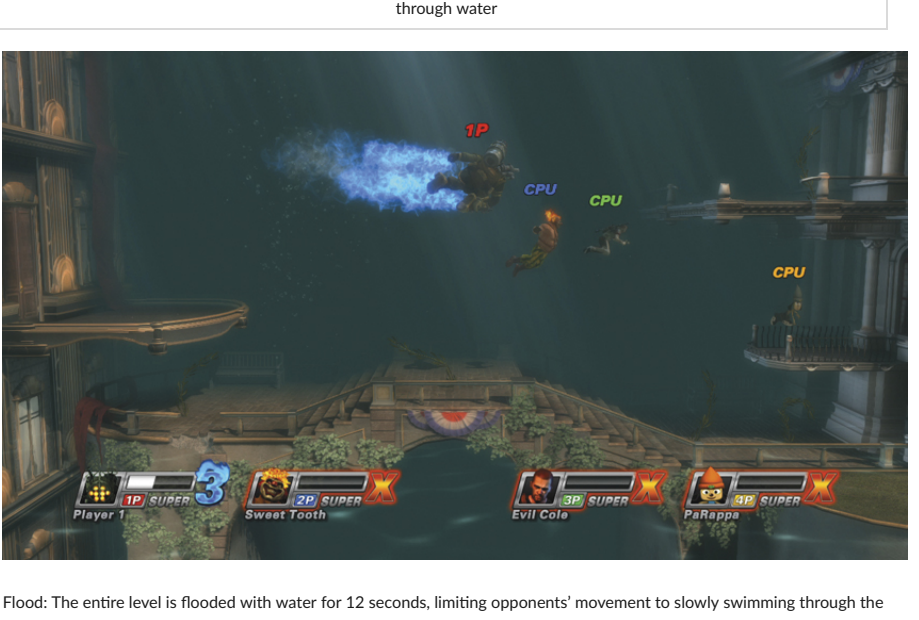
Little Sister Gather: A Little Sister appears on Big Daddy's shoulder and leaps forward with her ADAM syringe, landing two character lengths away and killing any opponent she encounters. Despite the large red glow around the Little Sister, opponents must come in contact with her character model in order to be killed. Its limited range makes Little Sister Gather a difficult Super to use effectively at ground level. However, if the Little Sister leaps off the edge of a platform, she'll remain active until hitting the ground.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	330	Frenzy	8 seconds	○ unleashes Insect Swarm; Insect Swarm can be directed with ↑, ↓, ← or →	All moves KO opponent



Frenzy: Big Daddy is fueled with rage as if someone had threatened his Little Sister, increasing his movement speed by 25 percent and imbuing all of his attacks with the power to kill. All of his Plasmid attacks are replaced with Insect Swarm, summoning a killer swarm around his body, or a projectile stream when using directional attacks. This Super is extremely useful on smaller stages where enemies have minimal escape options, but on larger maps, you're better off saving for that Level 3.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Flood	12 seconds	Press □ / △ / ○ to charge through water	Enemies can swim



Flood: The entire level is flooded with water for 12 seconds, limiting opponents' movement to slowly swimming through the aquatic environment. All of Big Daddy's attacks become a fast charge through the water depths, enabling multiple kills in a short amount of time. If you can kill all three enemies within the first few seconds, it's entirely possible to score upwards of six or seven kills over its duration.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Drill Up Eject	Right Stick ↑	15%	Unblockable; 30AP of super armor	Full launch	—

Drill Up Eject: Big Daddy makes use of his drill arm to launch the opponent into the air. Unfortunately, its slow recovery time makes a follow-up attack impossible, although Drill Up Eject is a useful method of forcing enemies onto higher platforms.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Drill Forward Ejected	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Drill Forward Ejected: Again utilizing the drill arm, Big Daddy sends his opponent flying away from him in an eject tornado state. It suffers from the same recovery problem as his upward throw in that he can't follow up on the attack, but when you've got to clear some room around Big Daddy or force AP Orbs out of an opponent, it's not a bad option.

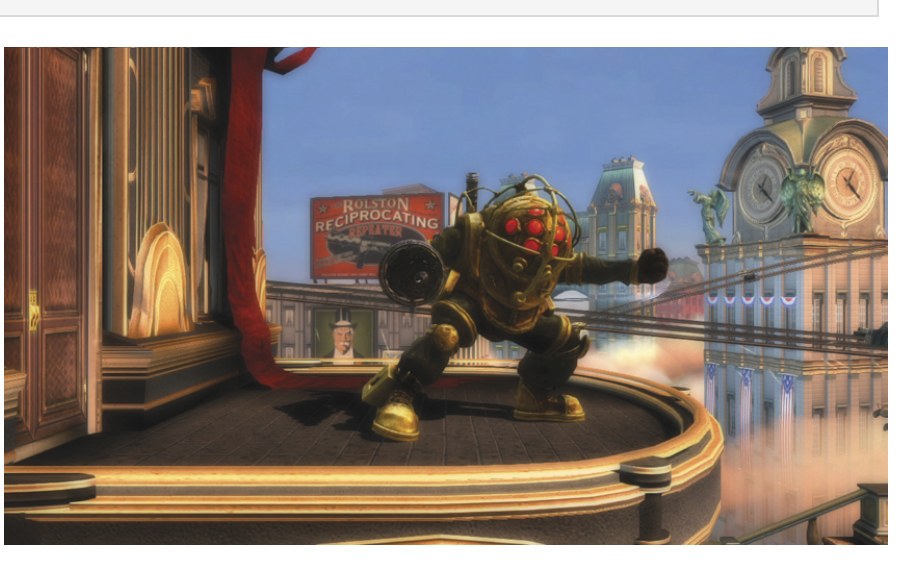
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Slam	Right Stick ↓	15%	Unblockable; 30AP of super armor	Bounce	—

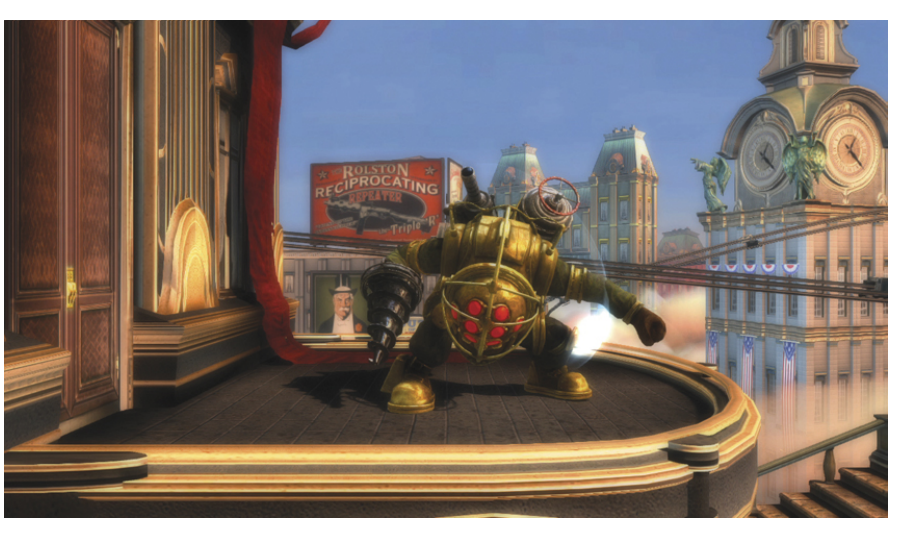
Slam: Picking up his opponent with his only free hand, Big Daddy slams the foe into the ground and inflicts a bounce reaction. It is possible to land a Jab (□) after the bounce, but the enemy can recover before a follow-up attack can occur. Instead, try laying down Winter Blast to freeze the opponent on wake-up, or start mashing ↓ △ and catch them in the resulting shockwave if they try to dodge roll to safety.

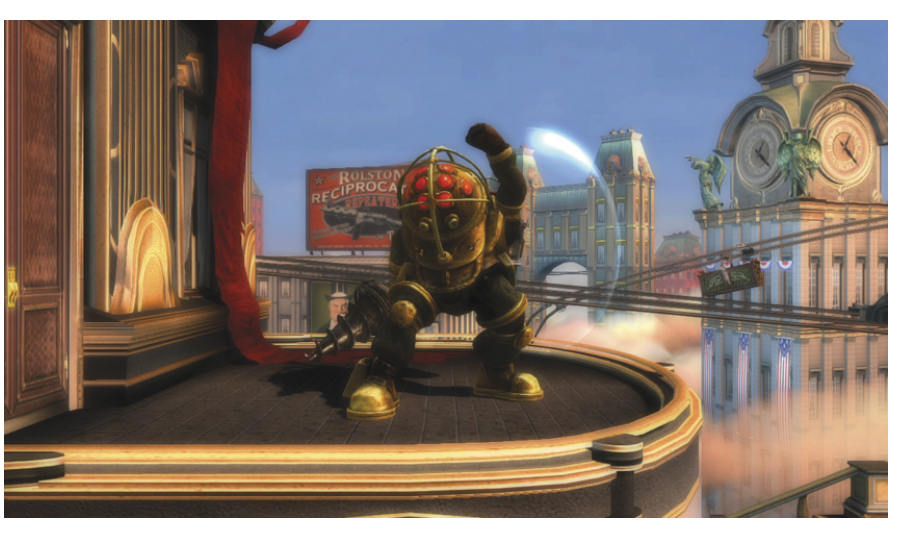
□ : SQUARE ATTACKS

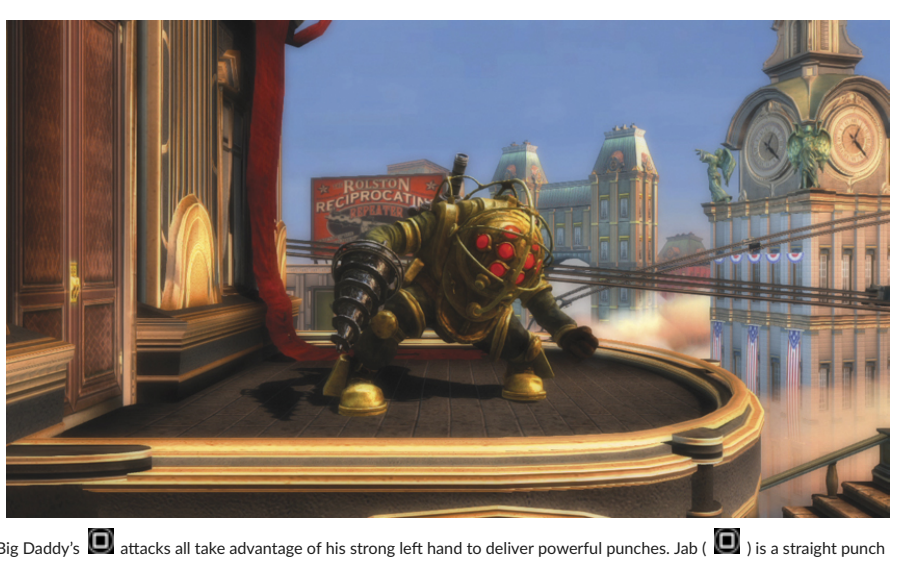
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Jab	□	10	—	—	□, ↑△	Repeatable
2	Overhead Palooka	→ □	20	Super armor during active period	KD	—	—
3	Uppercut	↑ □	20	Super armor during active period	Lift	↑□, △, ↑△	Repeatable
4	Sweeping Fist	↓ □	20	Super armor during active period	Sweep	↓□, ↑□, △	Repeatable









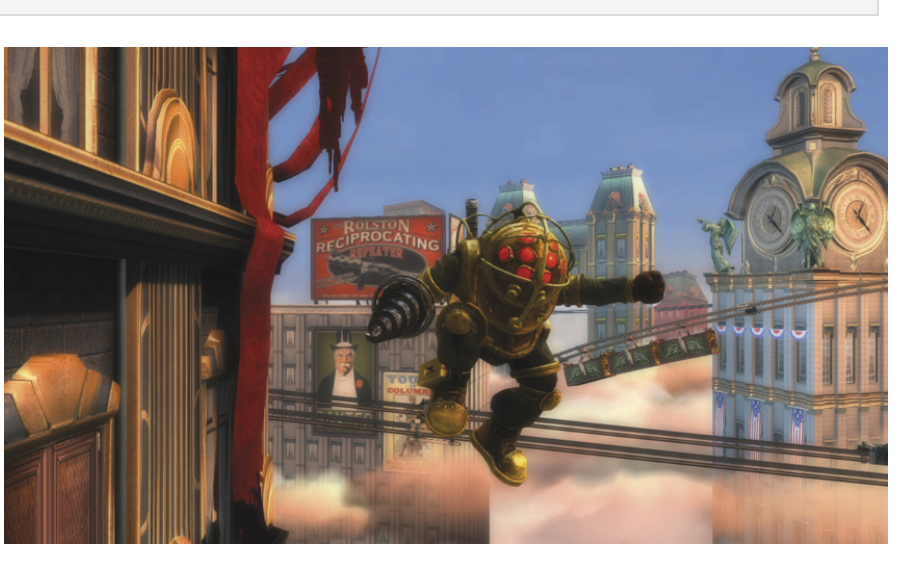
Big Daddy's □ attacks all take advantage of his strong left hand to deliver powerful punches. Jab (□) is a straight punch worth 10AP and serves primarily as a way to confirm a hit before canceling into ↑ △ for more damage. Although it can cancel into itself, the slow start-up time on Jab means it cannot combo on its own before the opponent recovers. When you need to shut down multiple attackers, look no further than Overhead Palooka (→ □) for an instant knockdown with Super Armor properties.

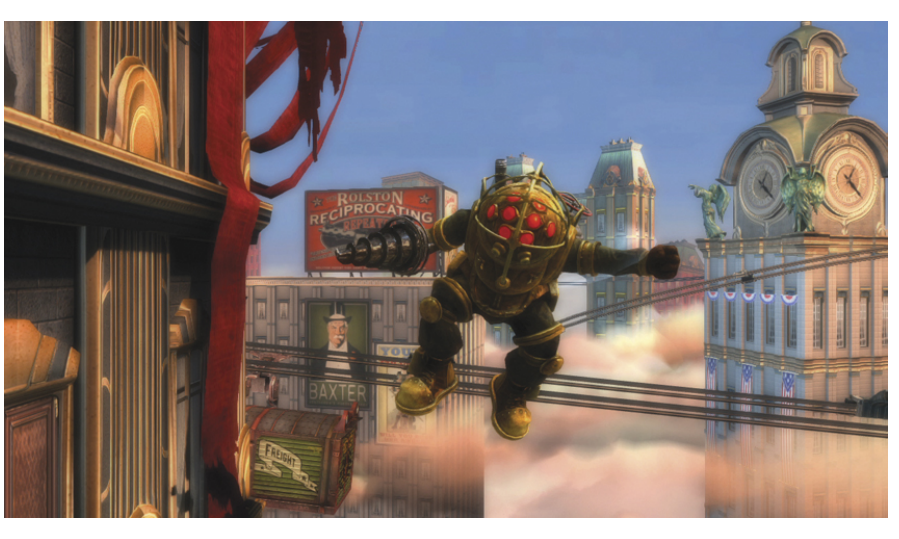
Uppercut (↑ □) lifts the opponent into the air and serves as one of Big Daddy's best set-up attacks. It can be linked to ↑ △ , △ , or ○ (hold) with minimal effort to create a combo, and with its inherent super armor properties, you don't have to worry about an enemy interrupting Big Daddy's attack.

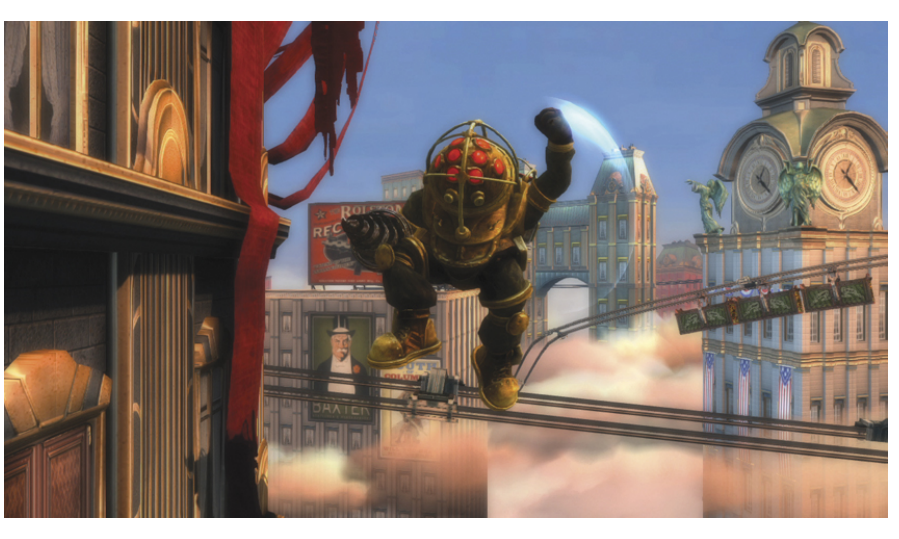
Sweeping Fist (↓ □) serves as Big Daddy's alternative close-range set-up attack. This Super Armored-sweep lifts your opponents off of their feet, enabling a majority of the same combo attacks as Uppercut. However, Sweeping Fist can cancel into itself so that you can land two in a row to lift the adversary a bit higher and connect with ↑ △ for an eject reaction and 70AP in your character's Super Meter.

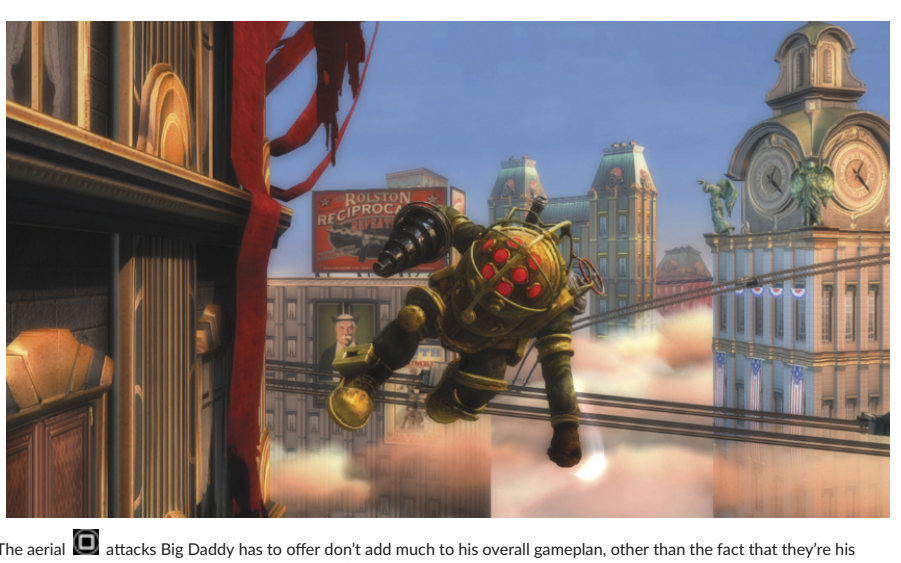
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Jab	Air □	10	—	—	↑△	—
2	Aerial Hard Punch	Air → □	30	Super armor during active period	Eject spiral	—	Long start-up
3	Aerial Uppercut	Air ↑ □	20	Super armor during active period	Lift	—	—
4	Aerial Down Punch	Air ↓ □	10	Super armor during active period	Kneel; KD (aerial foe)	—	—









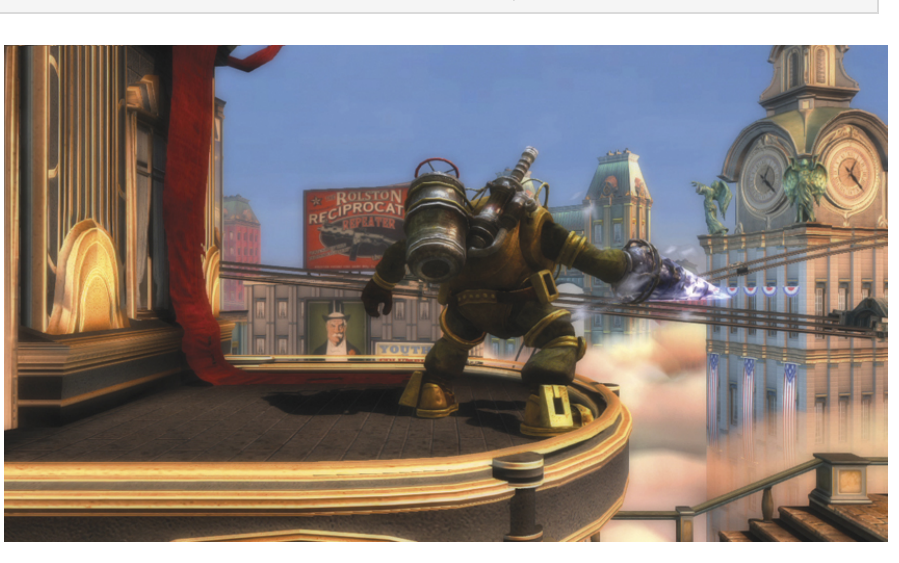
The aerial □ attacks Big Daddy has to offer don't add much to his overall gameplan, other than the fact that they're his fastest attacks. Aerial Jab can be canceled into ↑ △ if you wish to eject your opponent in the air. Aerial Hard Punch sends the challenger away from Big Daddy in an eject spiral. If connected close to the ground, quickly enter Charging Rush to race near as the opponent recovers, and send out a Cyclone Trap to hopefully catch the foe after their air recovery.

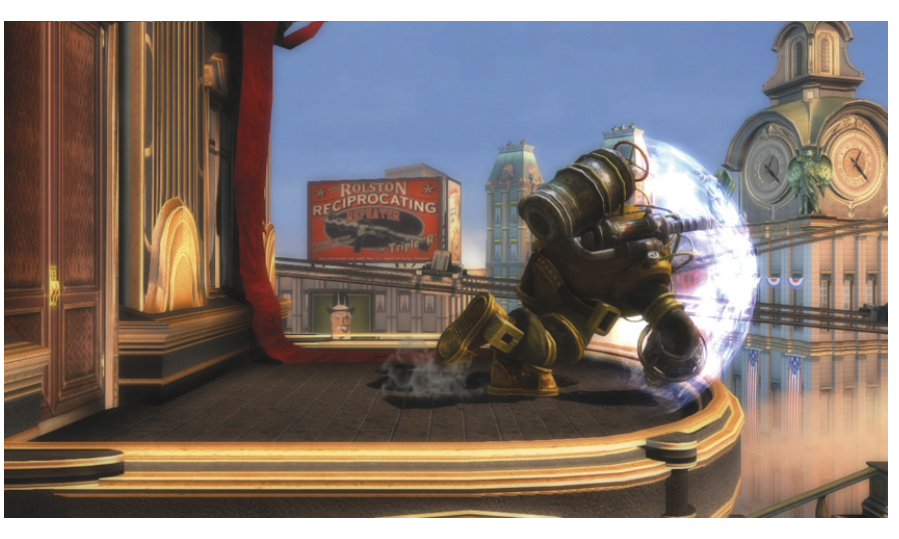
Aerial Uppercut causes a lift reaction on hit, but it doesn't have the cancel options of the ground version to make it a viable AP-building tool. The same idea applies to Aerial Down Punch, although this attack is a viable shutdown option during air-to-air combat as it can force an instant knockdown. Aerial Down Punch can serve as a jump in combo starter, using its super armor to absorb an attack and taking advantage of the kneel stagger it causes once Big Daddy is grounded.

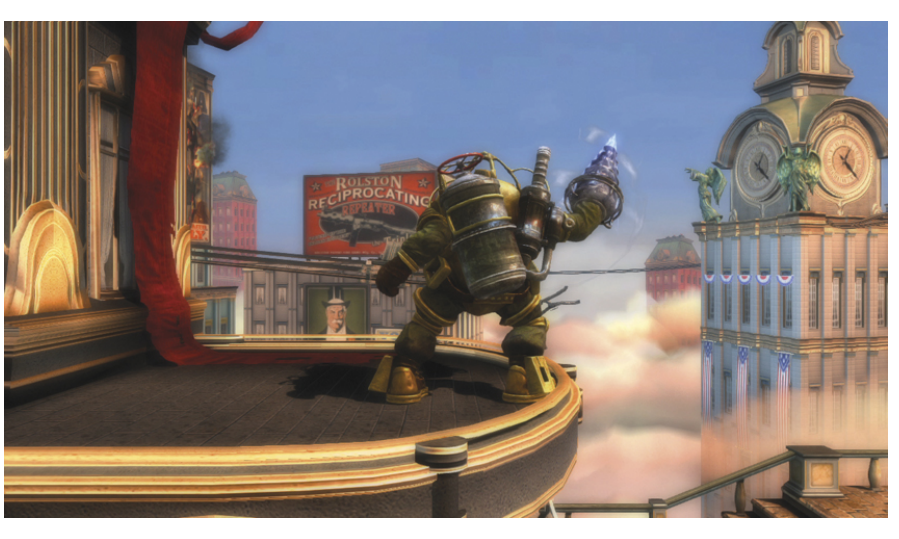
△ : TRIANGLE ATTACKS

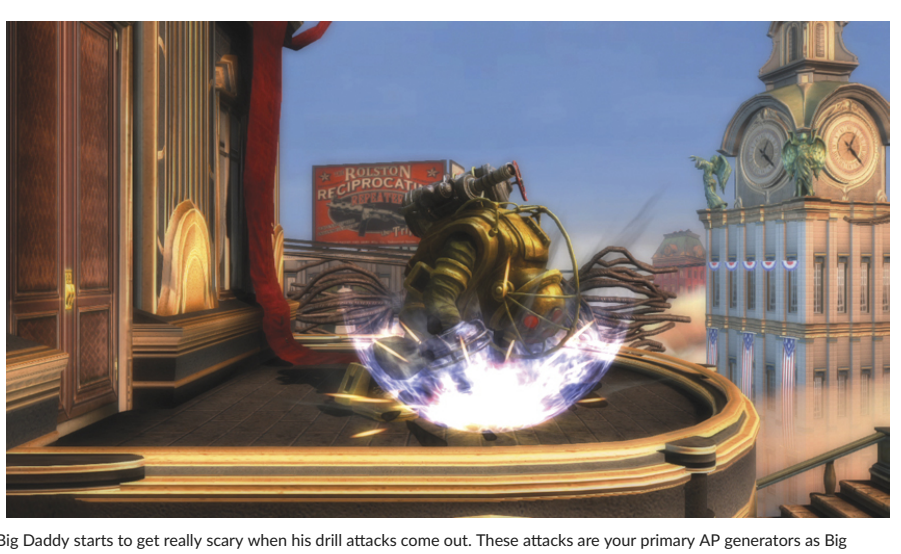
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Drill Punch	△	20	—	Butt-drop	△	Repeatable
2	Charging Rush	→ △	15, 5	Super armor; hold △ to rush through foes; press △ on hit for 5AP attack	Lift; KD (secondary attack)	—	Big Daddy enters butt-drop state if he hits a wall; press △ during attack to halt
3	Drill Skewer	↑ △	6–30	—	Eject tornado	—	—
4	Drill Slam	↓ △	5–45	Mashable; mashing increases area of effect	KD; eject tornado (final hit)	—	—









Big Daddy starts to get really scary when his drill attacks come out. These attacks are your primary AP generators as Big Daddy; they all hit very hard and heavy and typically leave your opponent in a vulnerable position. Drill Punch (△) thrusts his signature weapon forward, forcing your enemy into a butt-drop state. It doesn't benefit from the Super Armor properties of other attacks, but its incredible range means Big Daddy is most likely going to strike an adversary before they can hit him.

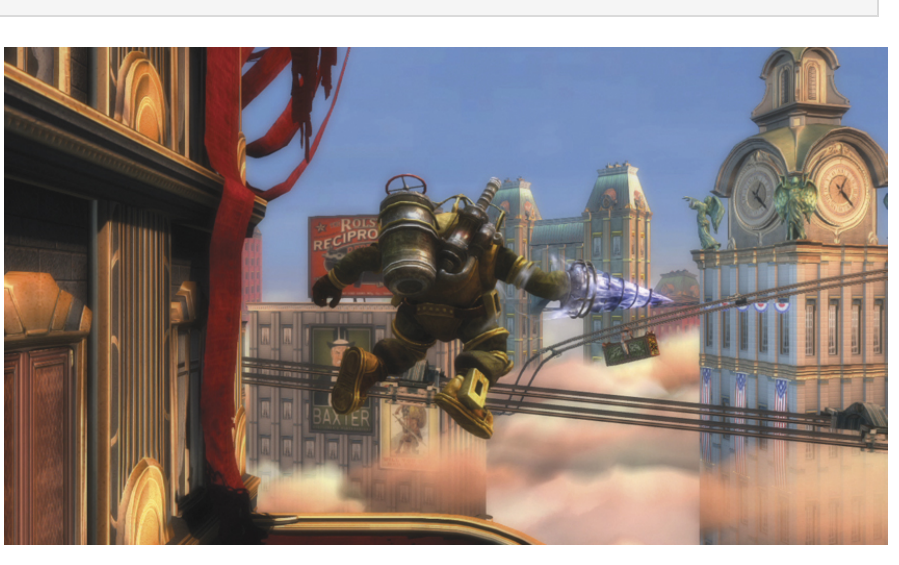
Charging Rush (→ △) is inarguably the most valuable attack in Big Daddy's arsenal, as it's his only way to navigate a level swiftly and has super armor properties for protection. Pressing → △ once causes Big Daddy to rush forward, stopping only when striking an opponent. Holding the attack input forces Big Daddy to charge through enemies. Either version of the attack can be forced to stop short with another press of △ . You can also follow up with an overhead drill attack that causes a knockdown by pressing △ after hitting an opponent.

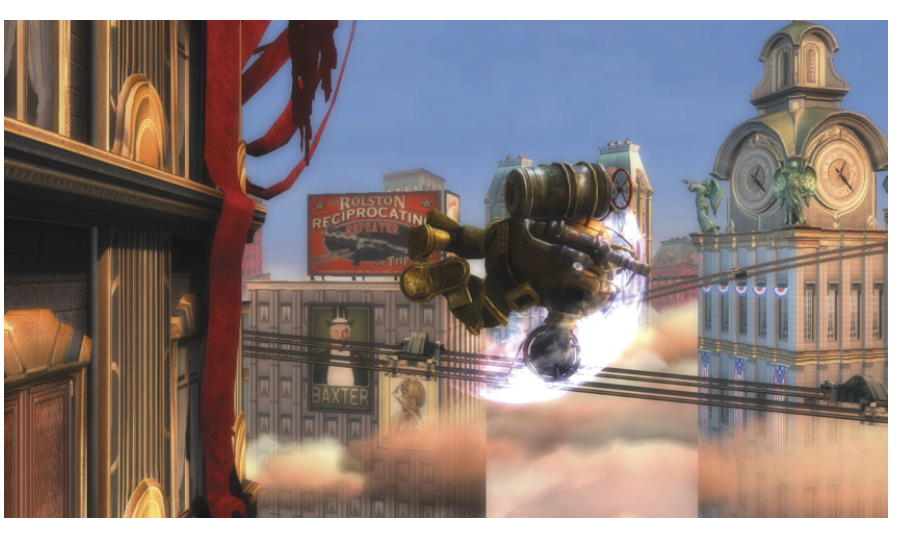
Drill Skewer (↑ △) is a multi-hit uppercut ending in an eject tornado state for your opponent. Two of his □ attacks can cancel into Drill Skewer to create combos, and it can also be used to catch enemies attempting to assault Big Daddy from the air.

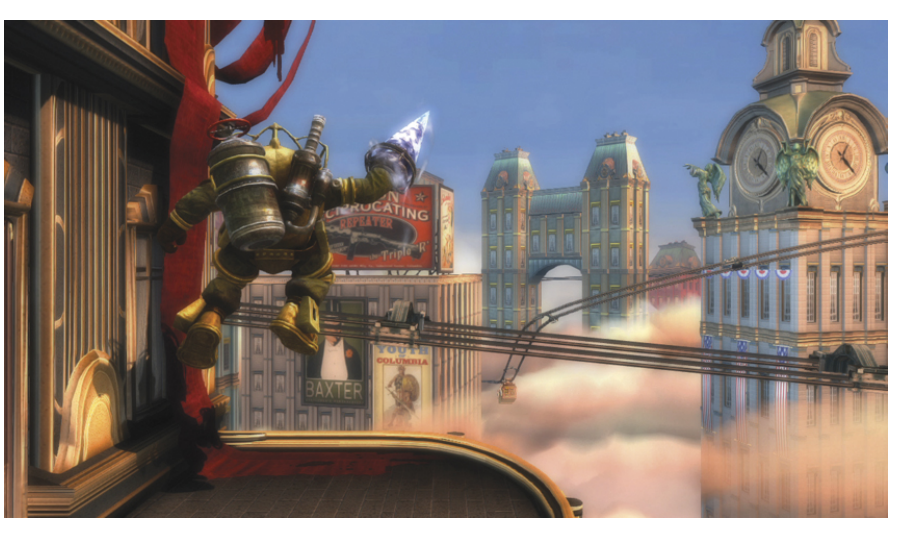
When Big Daddy is surrounded by multiple enemies or needs a way to lock his opponents in place, the Drill Slam (↓ △) is the way to go. Big Daddy pounds the ground with his drill, creating a small shockwave around his feet that can catch foes on either side of his position. Mashing △ continues to create bigger and bigger shockwaves, eventually ejecting any challengers caught in its radius.

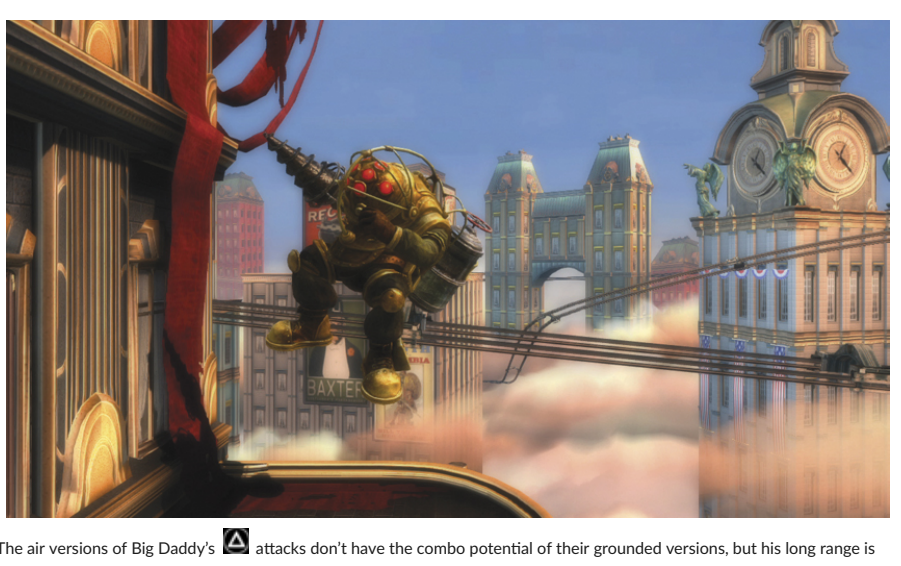
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Drill Punch	Air △	20	—	Butt-drop; lift (aerial foe)	—	—
2	Aerial Charging Rush	Air → △	10, 20	Dives down-forward; active until grounded	Butt-drop (first hit); sweep (second hit)	—	Action OK after Big Daddy rolls
3	Aerial Drill Skewer	Air ↑ △	10, 20	—	Eject tornado	—	—
4	Descending Drill Slam	Air ↓ △	10–70	Mashable; mashing increases area of effect	KD; eject tornado (final hit)	—	Attack becomes active when grounded









The air versions of Big Daddy's △ attacks don't have the combo potential of their grounded versions, but his long range is going to make anyone think twice about trying to get in a melee air battle. Aerial Drill Punch is much faster than the ground version and causes Big Daddy to dash forward slightly, making this attack an viable method of approaching the platforms from the side. Activate the attack before you land on the platform and immediately start the next attack once grounded to continue the combo. The Aerial Drill Skewer also shares the distinction of being faster than the ground version, but its primary uses are for hitting enemies from below, either in the air or through the bottom of thin platforms.

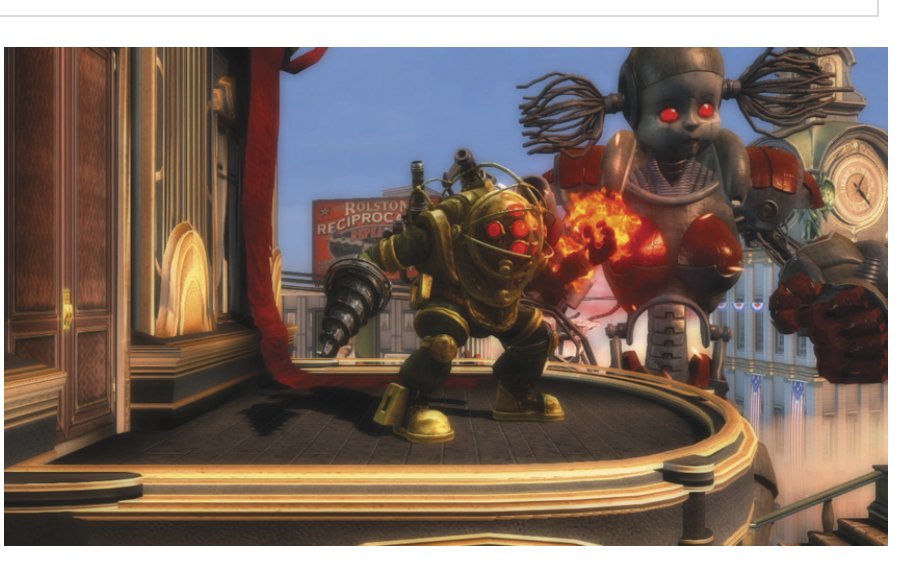
Aerial Charging Rush turns Big Daddy's entire body into an armored ball of death, flying diagonally downwards toward the ground and entering a roll upon landing. Both the initial dive and the landing roll can hit opponents, the latter of which lifts the target. Big Daddy can act the moment the landing roll is completing, leaving plenty of time to combo your tripped-up adversary.

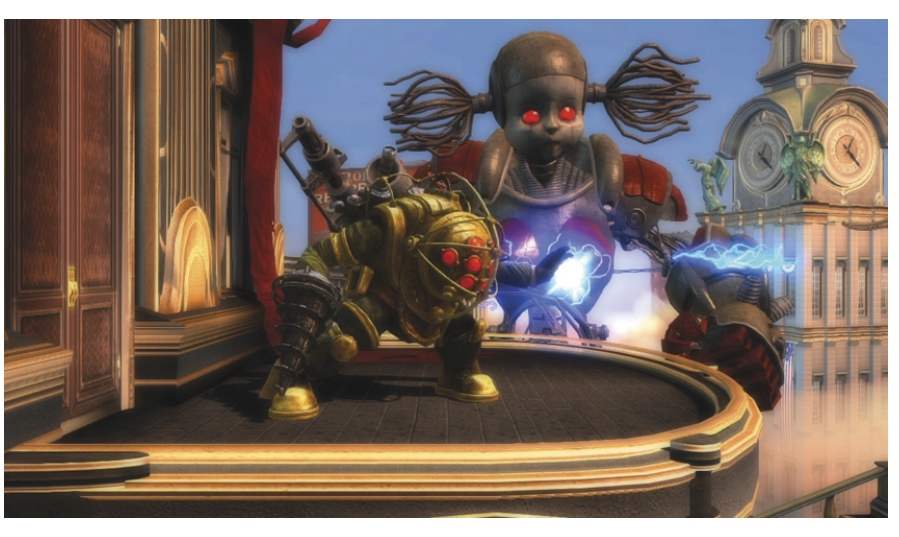
Descending Drill Slam (↓ △) forces Big Daddy to drop like a stone from his current position, creating an area of effect explosion at his feet. The opponent enters a knockdown state if left alone, but continue mashing △ to increase the number of hits. Fully mashed, Descending Drill Slam can earn you 70AP on its own.

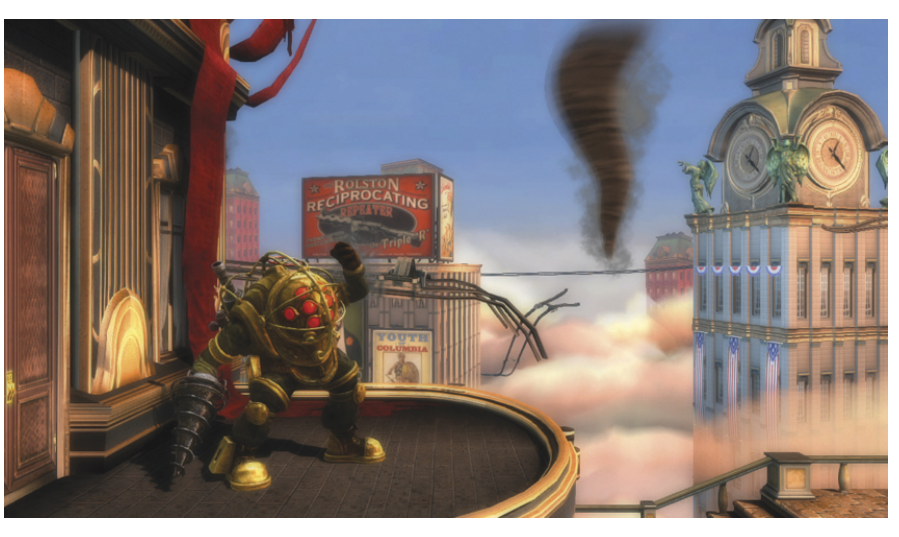
○ : CIRCLE ATTACKS

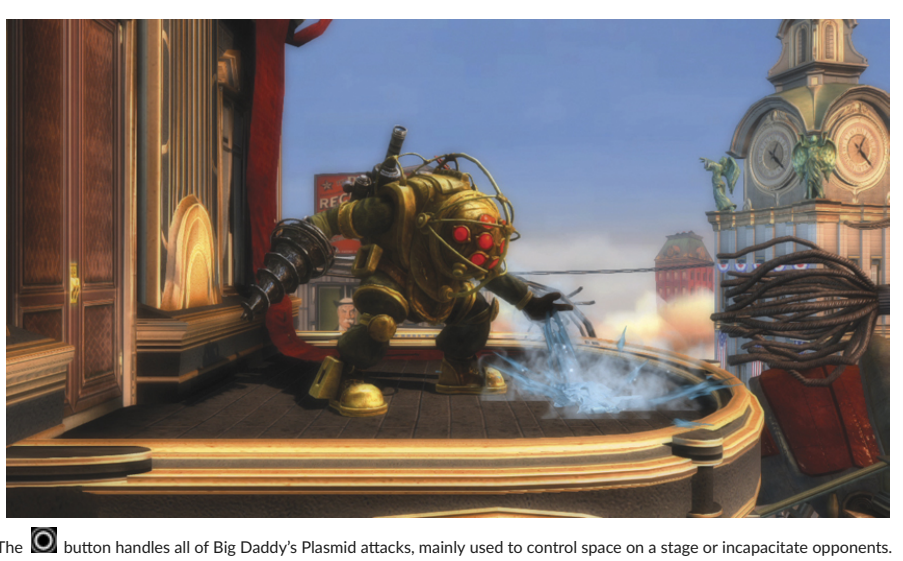
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Incinerate	○	10	—	Lift	—	—
-	Incinerate (big blast)	(hold) ○	20	—	Eject tornado; guard crush	←, →, ✕	Must be canceled while charging
2	Electro Bolt	→ ○	10	—	Shock	Any ○	—
3	Cyclone Trap	↑ ○	20	Travels up-forward; tornado active for two seconds	Full launch	—	Tornado does not become active until it stops moving.
4	Winter Freeze	(hold) ↓ ○	10	Ice active for three seconds	Freeze	—	—









The ○ button handles all of Big Daddy's Plasmid attacks, mainly used to control space on a stage or incapacitate opponents. Incinerate (○), a useful tool for opening up enemies, begins with a small explosion that lifts the foe. Continuing to hold ○ produces an even larger explosion that causes an eject reaction or a guard crush against a blocking opponent. The charge time of the second explosion leaves Big Daddy exposed to attack, but he can dodge roll or jump cancel out of the charge if danger draws near.

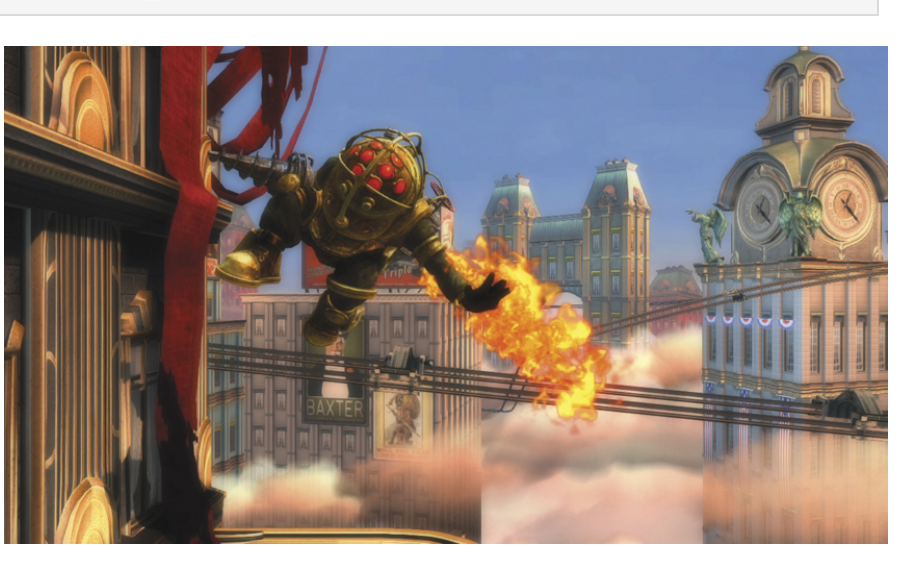
Electro Bolt (→ ○) fires a short-range burst of electricity that leaves opponents in a shock reaction. The bolt projectile travels to just outside of the range of Big Daddy's drill but remains locked in place long enough for Charging Rush to close the gap. This is also the only Plasmid that can be canceled to quickly lay another trap if need be.

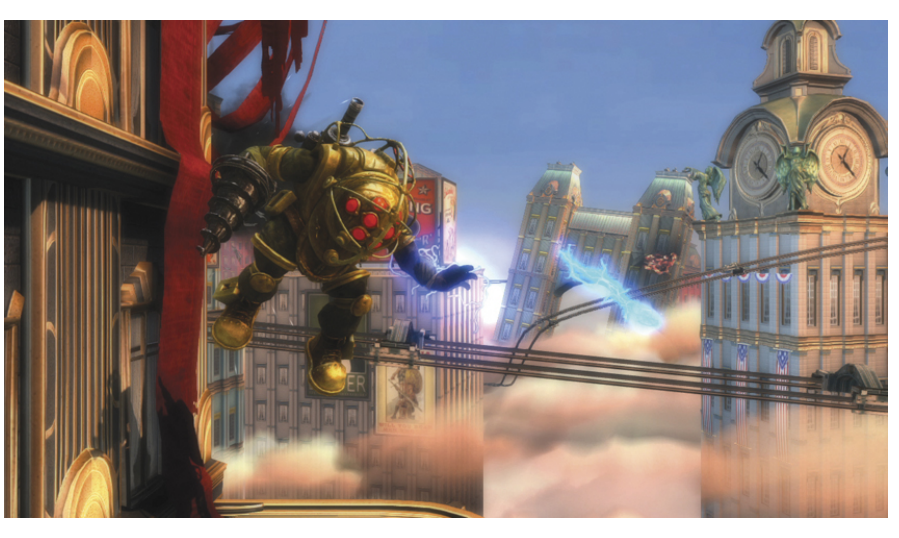
Cyclone Trap (↑ ○) unleashes a mini-tornado that travels a short distance and hovers right around standard jump height, staying active for two full seconds. The tornado doesn't become active until it stops moving so it can't be used as a reactionary anti-air attack, but it does cover the space where an opponent would normally attempt to jump in on Big Daddy. While not technically a combo, try shocking an enemy with Electro Bolt followed immediately by a Cyclone Trap above their head. Unless your opponent recovers downward, the lift caused by their air recovery forces them right into the trap!

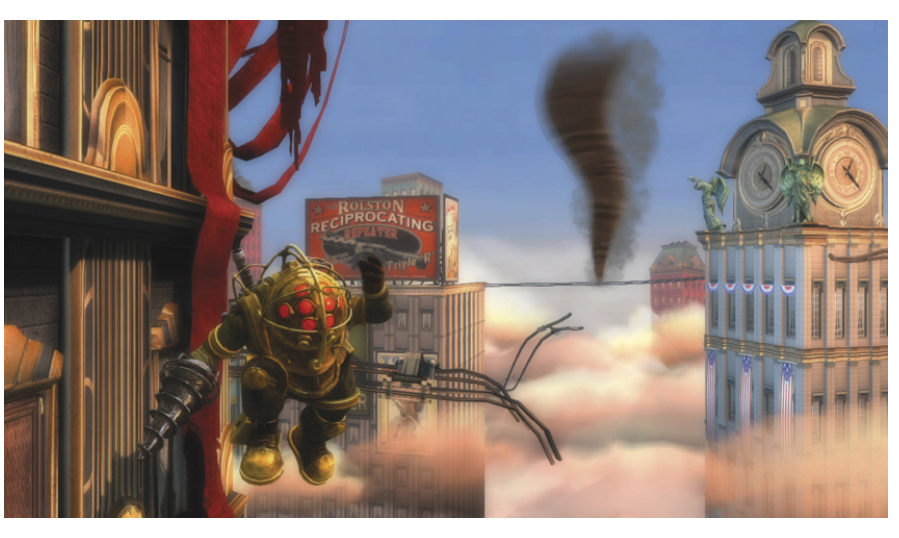
Winter Blast (↓ ○) creates a patch of ice on the ground in front of Big Daddy that remains active for three seconds and freezes enemies on contact. As Cyclone Trap covers the air in front of Big Daddy, Winter Blast covers ground approaches.

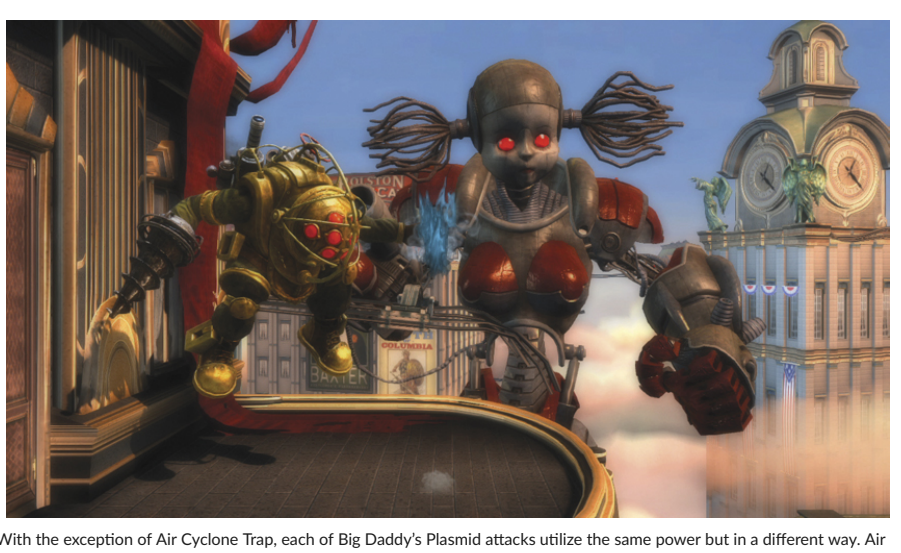
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Incinerate	Air ○	10	Hold ○ to increase duration	KD	—	Descent is slowed while holding ○
2	Air Electro Shock	Air → ○	10	Fires down-forward	Shock	—	—
3	Air Cyclone Trap	Air ↑ ○	20	Tornado stays active for two seconds	Full launch	—	—
4	Air Winter Blast	Air ↓ ○	10	Ice active for three seconds	Freeze	—	Ice trap doesn't become active until grounded









With the exception of Air Cyclone Trap, each of Big Daddy's Plasmid attacks utilize the same power but in a different way. Air Incinerate, for example, produces a steady stream of flame for as long as ○ is held and forces opponents into a knockdown state on contact.

Air Electro Bolt fires at a downward 45-degree angle for a shocking surprise. It suffers from the same range limitations as its ground version but can be used as a viable jump-in attack for interrupting an opponent's attack or just holding them in place before starting a combo.

Air Winter Blast drops a small stream of ice from Big Daddy's position, becoming active after slightly less than a second after hitting the ground. As with Air Electro Shock, Air Winter Blast is meant to hold your opponent in place while getting Big Daddy into position for another heavy-hitting combo.

COMBOS

MAIN COMBOS

Note: All COMBOS assume your character is facing the right side of the screen.

I. Against grounded foe: △ , ↓ □ , ↑ □ , △

80AP

Big Daddy's combos are not overly complicated, especially his bread and butter, which can be started anywhere within Drill Punch range. The only trick to be aware of with this combo is connecting the first two attacks, which can fail to link if you're too slow on the trigger. After the first hit connects, mash on ↓ □ so that the sweep comes out at its earliest possible moment. If you need an escape plan, replace the final △ attack with → △ , △ to generate the same amount of AP, but with the ability to continue charging into other opponents if need be.

II. Against grounded foe: (air) → △ , land, □ , ↑ △

80AP

An 80AP value combo that starts with Aerial Charging Rush, this set of three attacks is relatively easy to put together. After the first hit connects, your opponent should be caught in a sweep. Allow your adversary to fall and execute a Jab just before they hit the ground, and cancel into CD to finish the job. Note that this combo doesn't work in the corner, as Bad Daddy advances too close to the foe, and ↑ △ won't connect properly.

III. Against grounded foe, requires corner: → ○ , ↑ ○ , ↑ ○ , jump, (air) ↑ △

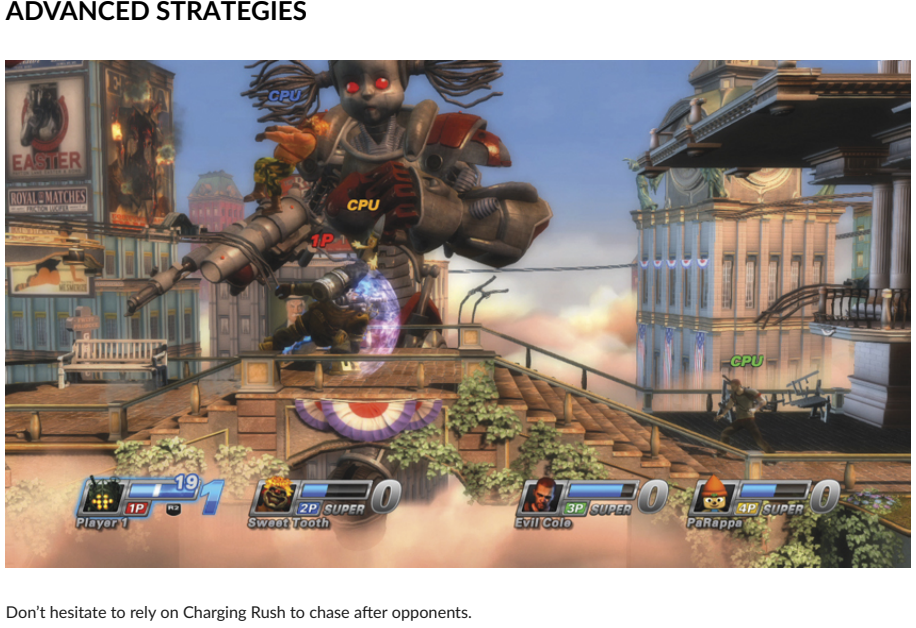
70AP

This Plasmid-only combo requires that the opponent's back be against a wall. After shocking your enemy with Electro Bolt, immediately release a Cyclone Trap above their head and another when the original trap scores a hit. Have Big Daddy jump into the air toward the opponent and input the final hit as soon as he's within range. It's not pretty, but it gets the job done!

COMBO APPENDIX

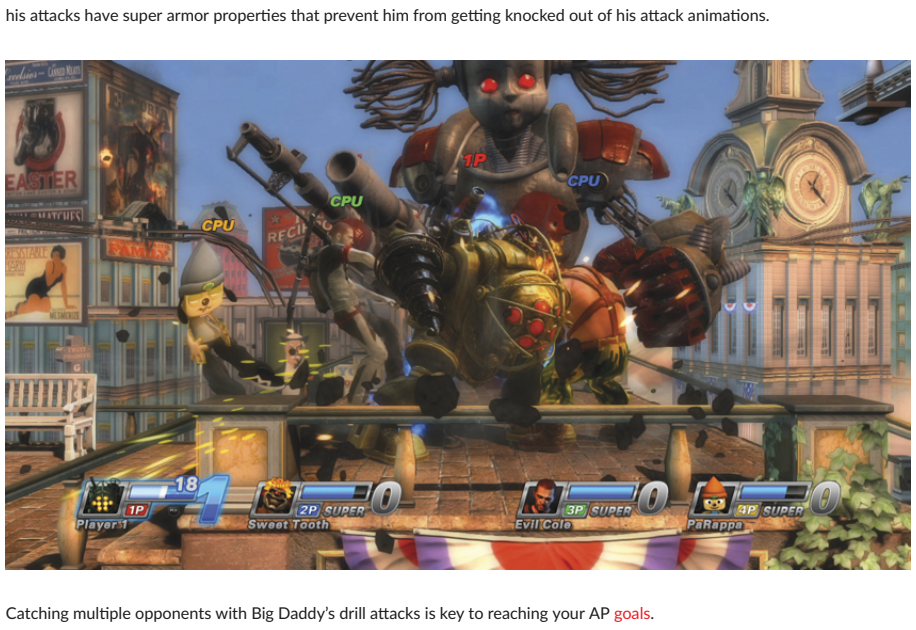
Combo	+AP	Notes
↓ □ , □ , ↑ △	60	—
△ , → △ , △	40	—

ADVANCED STRATEGIES



Don't hesitate to rely on Charging Rush to chase after opponents.

If you looked at the AP values of Big Daddy's combos and had a moment of shock wondering how it's possible to get 750AP in a single match, just remember that Big Daddy is designed to catch multiple opponents with his big AP-value attacks while laying traps to catch any stragglers. You receive a 30 percent AP bonus for attacks that catch multiple foes, and that adds up to big numbers as the match progresses. You can afford to be overly aggressive to get Big Daddy into striking distance, as most of his attacks have super armor properties that prevent him from getting knocked out of his attack animations.



Catching multiple opponents with Big Daddy's drill attacks is key to reaching your AP goals.

A fish out of water, so to speak, Big Daddy players have to adjust their overall gameplan based on whatever level is hosting the current match. If it's a level with a lot of unobstructed platform space, like Stowaways, you have to lean heavily on Charging Rush to close the gap with opponents. On smaller stages with lots of thin platforms, the Drill Slam is going to be your biggest AP generator. And no matter what level you're on, don't be shy with the Plasmid attacks, and remember to have Cyclone Traps and Winter Freeze puddles out at all times to catch opponents for free AP. Big Daddies are relentless creatures, and your play style shouldn't be any different.

Characters

Dante

All-star overview

Ninja Theory's version of this cocky young demon hunter may look like a fresh face, but this iconic Capcom All-Star has over a decade of digital demon-slaying development history behind him, boiled down to its purest combo-fueled essence in his All-Star incarnation. Beginners beware: mastering Dante is going to require fast fingers, crackerjack timing, and many Practice Mode sessions in order to perfect his unique Bold Cancel mechanic. Dante excels at getting in the face of a single opponent for a relentless beat-down, but due to his long attack animations and lack of crowd control options, it can be a struggle to deal with groups of characters at once. Your main goal with Dante is to force an enemy into a one-on-one situation and use Bold Cancel Combos to build up the 150AP required to activate his Level 1 Super, Overdrive.

WHY WOULD YOU WANT TO FOCUS ON A SINGLE ENEMY AND OVERDRIVE?

- Dante's □ Attacks are his primary AP generators, but they can leave him locked in lengthy animations on whiff. It's much easier to dodge a single opponent this way than a pack.
- Overdrive has a short start-up, decent range, and ends with an energy blast that can extend past platform edges.
- Dante's Level 2, Stinger, stops at platform edges. At 400AP it is an AP-inefficient scoring method on any stage that doesn't have a long, flat area.

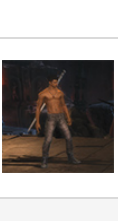
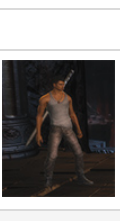
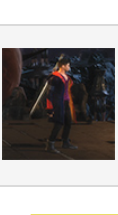
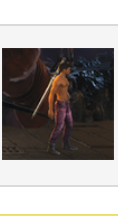
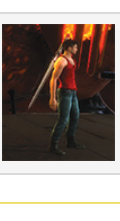
HOW ARE YOU GOING TO SINGLE OUT AN ENEMY AND BUILD ENOUGH AP FOR OVERDRIVE?

- Use Dante's Parry (○) to set up big Combos.
- Dante's BnB combo generates 80AP, putting you at your goal in two Combos.
- Use Dante's unique Bold Cancel mechanic to cover distance quickly or carry an opponent into the open air.
- Find areas in the environment to begin a big combo where other adversaries cannot interrupt Dante easily.

Becoming a master of this notorious demon hunter is going to require a lot of practice. You must have a firm understanding of his mechanics and Attacks so that you can adapt to the current situation in the blink of an eye. It's a long road for those who are dedicated to Dante. Don't worry; he's brought enough bravado to see you though.

AT A GLANCE

Costumes

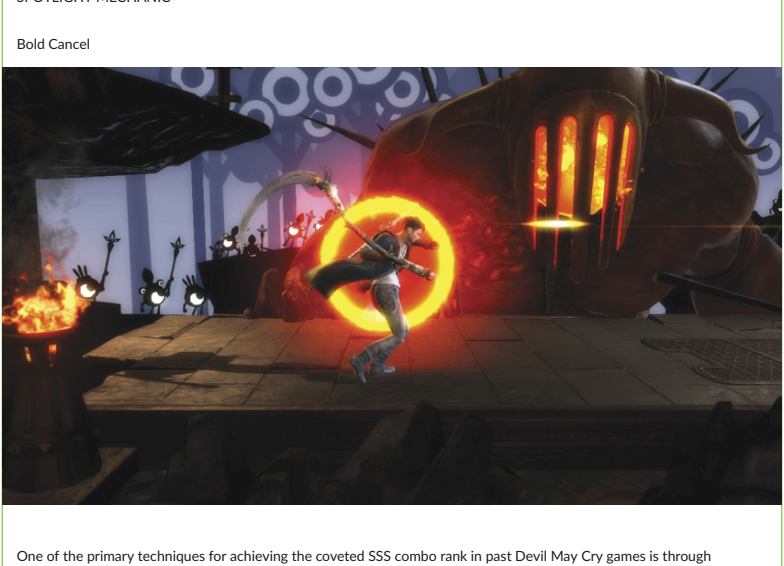
- Name: Dante
- Series: DmC (Devil May Cry)
- Archetype: Rushdown
- AP Meter Level 1/2/3 Values: 150/400/750
- Rival Character: Nariko
- Best Matchups: Big Daddy, Toro
- Worst Matchups: Kratos, Nariko, PaRappa
- Best Level: Black Rock Stadium, Stowaways
- Worst Level: Franzea, Dojo
- Priority Pickups: Freeze Missile, Leech Beam

Inhabiting both the mortal and demon worlds, Dante harnesses super-human powers granted by his demonic heritage to battle supernatural forces that threaten mankind. As stylish as he is dangerous, Dante uses a plethora of weapons, including his twin handguns, Ebony and Ivory.

Tip

SPOTLIGHT MECHANIC

Bold Cancel



One of the primary techniques for achieving the coveted SSS combo rank in past Devil May Cry games is through meticulous and practiced use of the Bold Cancel system to link attacks. Staying true to their design philosophy, SuperBot has successfully ported this feature to Dante's All-Star incarnation. The basic idea is simple: □ attacks can instantly cancel into △ attacks, which can instantly cancel into ○ attacks.

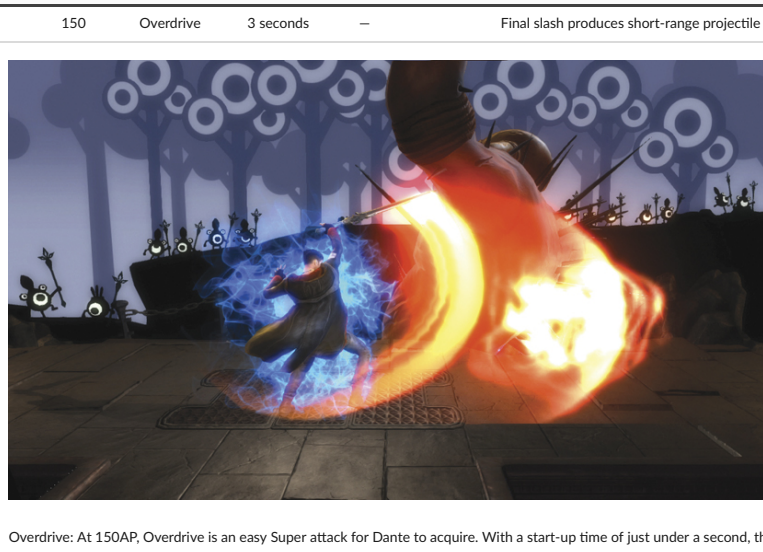
The execution, however, requires Dante players to spend a great deal of time in Practice Mode. Learning exactly how all of his tools fit together in order maximize AP gain and retain survivability is a necessity for Dante players. In the data tables, look in the Properties column for the phrase "Bold Cancel OK" to quickly identify which ATTACKS have this property. Combos that require a Bold Cancel feature (BC) before the input.

More in-depth info on Bold Canceling can be found in the ADVANCED STRATEGIES portion of this chapter.

SUPER ATTACKS

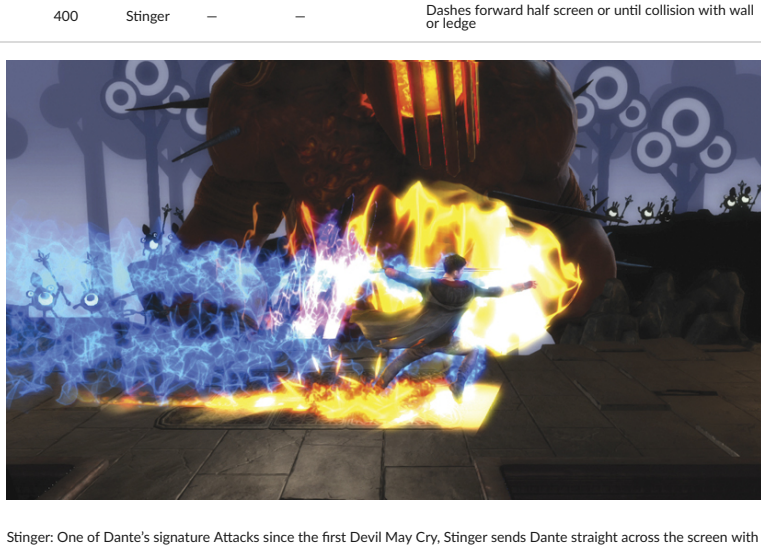
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Overdrive	3 seconds	—	Final slash produces short-range projectile



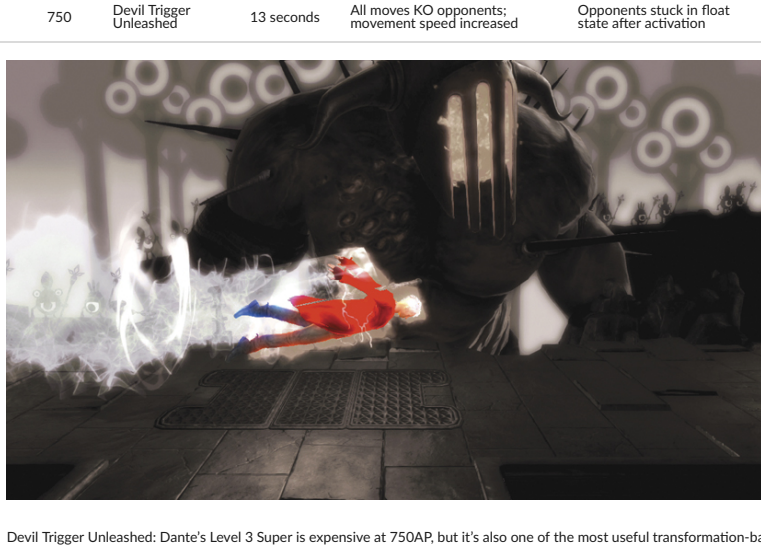
Overdrive: At 150AP, Overdrive is an easy Super attack for Dante to acquire. With a start-up time of just under a second, this Super consists of a series of three slashes and ends with a fireball that travels roughly five character lengths—covering about a quarter of the screen in total. It's easy to catch multiple foes that are busy fighting one another with this attack, or strike players attempting to flee off the edge of a platform with the fireball produced by the final sword swipe. It's a much more AP-economical Super than Stinger, especially on levels with many platforms.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Stinger	—	—	Dashes forward half screen or until collision with wall or ledge



Stinger: One of Dante's signature Attacks since the first Devil May Cry, Stinger sends Dante straight across the screen with his sword, Rebellion. This Super should be your go-to on levels with long, flat surfaces like Metropolis, Dojo, or Stowaways. However, since Dante comes to a complete stop if he reaches a wall or the end of a platform, it's a waste of AP to use on more confined, platform-heavy environments. On these levels, once you reach Level 2, if you have the time, it's probably best to save the Meter and try to earn enough for his Level 3 instead. However, don't hesitate to activate it if an opportunity arises for a multi-kill!

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	Devil Trigger Unleashed	13 seconds	All moves KO opponents; movement speed increased	Opponents stuck in float state after activation



Devil Trigger Unleashed: Dante's Level 3 Super is expensive at 750AP, but it's also one of the most useful transformation-based Supers in the entire game. Upon activation, Dante regains his original incarnation's signature white hair, red coat, and a slew of buffs: increased movement speed, every attack can kill, and all adversaries are placed in a float state. The float state only lasts for six seconds, so quickly melee any nearby opponents and use △ Attacks to catch foes farther away. Enemies return to normal gravity after a respawn, but with Dante's increased movement speed, it's not uncommon to get five or six kills during the 13 seconds of Devil Trigger Unleashed.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Pay Off	Right stick ↑	15%	Unblockable; 30AP of super armor	Lift	Combo starter

Pay Off: Dante's upward throw should be the one you use most often during a match, thanks to the lift it inflicts on a foe and the combo opportunities it creates. After the throw, the enemy is too high for you to land a full Hacker combo, but you can easily score that first □ attack and then immediately cancel into ↑ □ (hold) to start the air combo of your choice.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Kicker	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Kicker: This throw is used for when you need to get an enemy away from Dante in a hurry. Dante spins around with a kick that sends the opponent flying away in an eject tornado state, freeing you up to have him focus on another enemy. Dante can't handle multiple Attacks at once easily, so don't hesitate to use this throw to make some breathing room.

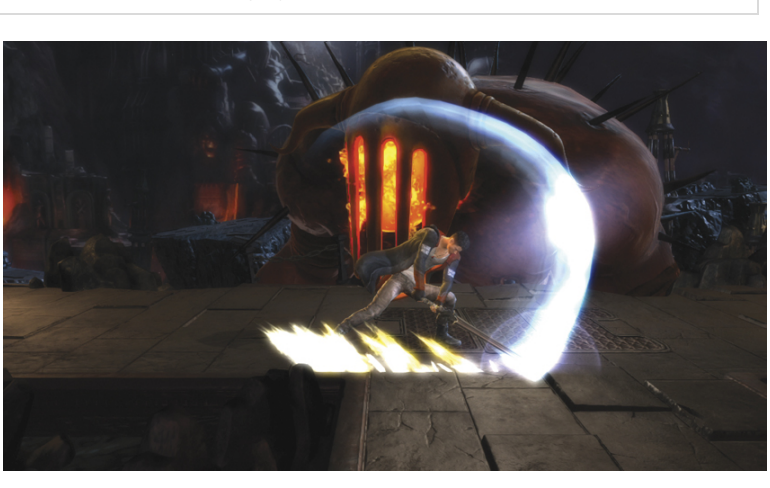
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Hammer Punch	Right stick ↓	15%	Unblockable; 30AP of super armor	KD	—

Hammer Punch: The Hammer Punch forces an opponent into a kneel state before Dante springs off of their back, landing with a punch that leaves them in a knockdown. Much like with the Kicker throw, Hammer Punch can buy you some time when dealing with multiple opponents at once. However, since the adversary is right under Dante's feet, you should probably have him get out of there before they wake up and put the pressure on you again.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hacker 1	□	5	Bold Cancel OK on hit	—	□, ↑ □, □, ↓ □	—
-	Hacker 2	□, □	5	Bold Cancel OK on hit	—	□, ↑ □, □, ↓ □	—
-	Hacker 3	□, □, □	10	Bold Cancel OK on hit	Crumple; unique slow spin KD (aerial foe)	↑ □, □, ↓ □, → □	Aerial foe spins in place and descends slowly until grounded
-	Hacker 4	□, □, □, □	20	—	Eject roll; eject tornado (aerial foe)	—	—
2	Karma 1	→ □	10	Bold Cancel OK on hit	Butt-drop	□	Hits foes behind Dante on the backswing
-	Karma 2	→ □, □	4–20	Bold Cancel OK on hit	Lift	□	—
-	Karma 3	→ □, □, □	30	—	Eject tornado	—	Cannot Bold Cancel
3	High Time	↑ □	20	Bold Cancel OK on hit	Full launch	Any □ (in air)	Hold □ to follow enemy in air
4	Tremor	↓ □	20	Bold Cancel OK on hit	Lift	—	—



Dante's □ Attacks mainly revolve around the use of his signature sword in DmC, Rebellion, and these Attacks are his core AP generators. On the ground, Hacker is your main combo starter, as the first three hits can all be canceled into High Time (↑ □) and Tremor (↓ □), or any △ on hit via Bold Cancel. Note that all □ can only be Bold Canceled on hit; if you miss or the attack is blocked, you're out of luck. The full Hacker combo isn't too bad, generating 45AP, but all four Attacks have lengthy animations that can leave Dante wide open on whiff. Be prepared to cancel to ↓ □ in that situation, as it's the quickest option to recover swiftly.

Should you confirm a hit with Hacker, then vast arrays of combo options open themselves up to you. Try to make it to the third hit, which leaves your opponent in a crumple state and offers the most combo options. The recovery time is too slow to activate a Super, but you can easily continue into another attack or have Dante make an escape if other opponents are getting too close. High Time is an excellent option at this point. Hold □ as you perform the attack to follow Dante's attacker into the air and begin any of Dante's many air Combos for massive AP gain.

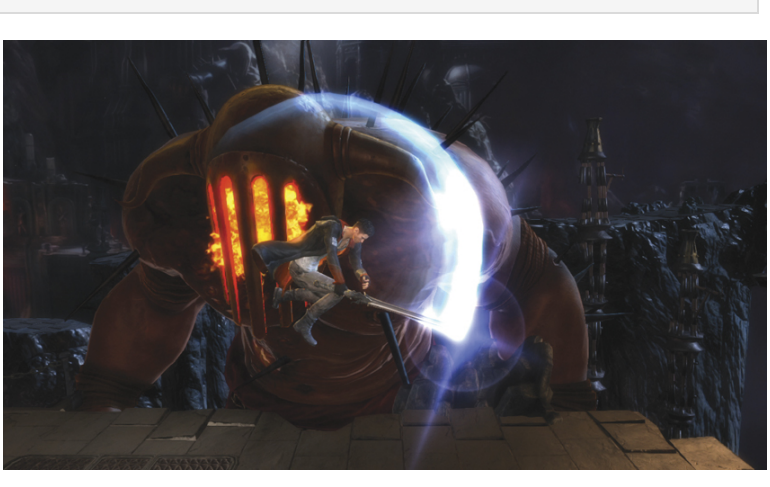
On its own, this attack can also serve as an excellent escape option if another All-Star is trying to ruin your fun; just take your current victim into the skies where the other character cannot quickly follow.

A weapon of angelic design, the Osiris Scythe offers Dante's only ground-based crowd clearing attack, Karma (→ □). With each part of the attack string, Dante swings Osiris all around his body, enabling him to capture foes on either side or multiple foes to his front. The first swing results in a butt-drop, where you can either continue the attack string or Bold Cancel to a △ attack for a ○ -based finisher. The next swing is a multi-hit attack that lifts the opponent into the air, which you can again Bold Cancel into △ , immediately followed by ↑ ○ into an air combo.

Tremor rounds out Dante's ground □ Attacks. This demon axe slams into the ground and puts those caught in the impact into a lift state. Your combo option at this point is limited to a neutral △ Bold Cancel, and to link anything after that requires the swiftest of fingers. Try practicing ↓ □ , (BC) △ , (BC) → ○ x ↑ □ (hold) to perfect the follow-up.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Rave 1	Air □	5	Bold Cancel OK on hit	—	□, ↑ □, □, ↓ □	—
-	Aerial Rave 2	Air □, □	5	Bold Cancel OK on hit	—	□, ↑ □, □, ↓ □	—
-	Aerial Rave 3	Air □, □, □	30	—	Eject tornado	—	Cannot Bold Cancel
2	Hunger 1	Air → □	5	Bold Cancel OK on hit	—	□	—
-	Hunger 2	Air → □, □	5–10	Bold Cancel OK on hit	—	□	Hits foes behind Dante on the backswing
-	Hunger 3	Air → □, □, □	20	Bold Cancel OK on hit	Lift; butt-drop (grounded foe)	—	—
3	Roulette Spin	Air ↑ □	10, 10	Bold Cancel OK on hit	Lift (second hit)	↓ □	—
4	Helm Breaker	Air ↓ □	10	Active until grounded	KD	—	Cannot Bold Cancel



Dante has as nearly as many combo options in the air as he does on the ground! The Aerial Rave series of Attacks function similarly to Hacker; each hit can cancel into ↑ □ , ↓ □ , or Bold Cancel △ Attacks on hit. Aerial Rave doesn't suffer from long animation times, making it a fairly safe combo option in the air or a useful tool when you're trying to land an attack before the opponent recovers. You rarely want to trigger the third hit if you don't have to, as you can generate more AP by one of the cancel options.

Hunger may not cover as wide an area as its grounded counterpart, but it has the reach you need to catch foes that are just out of Aerial Rave range. This three-hit string can't be canceled into anything but itself or △ , so you should commit to all three hits when possible. The last hit is Bold Cancelable, but since the lift effect carries the enemy just out of most attack ranges, you have to use → △ to close the gap.

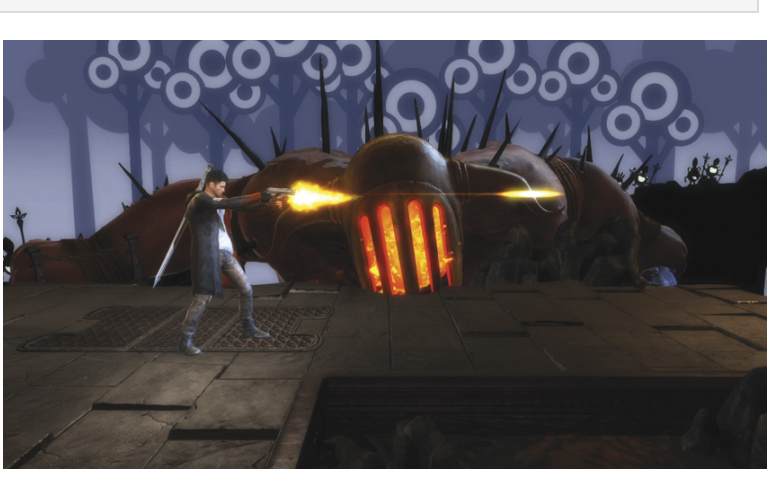
When the Roulette Spin makes its appearance, the end of an air combo draws near. This two-hit attack is Bold Cancelable on hit, and it lifts your opponent even higher into the air. Follow-up options vary depending on Dante's spacing, but the two most typical enders after Roulette Spin are a neutral △ Bold Cancel immediately followed by ↑ ○ , or a simple Helm Breaker (↓ □) to bring them back down to earth.

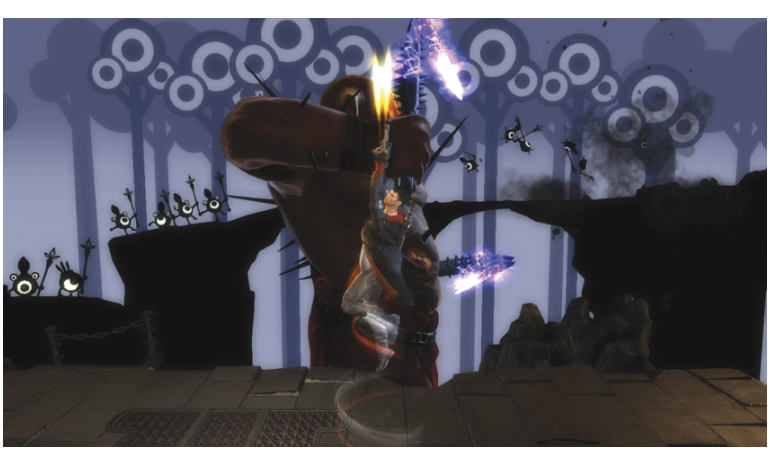
The bane of many marvelous demons, the Helm Breaker is a simple attack with a lot of potential. On activation, Dante holds Rebellion in a powerful double-handed grip and brings it crashing to the ground. The attack is active until he hits the ground, and any enemies caught by the blade are instantly put in a knockdown state. Helm Breaker serves two primary purposes: to have Dante finish off aerial Combos and land safely on the ground, or to shut down any adversaries directly below Dante's position. Remember to hold ↓ while it's active if you want to catch All-Stars hiding under thin platforms!

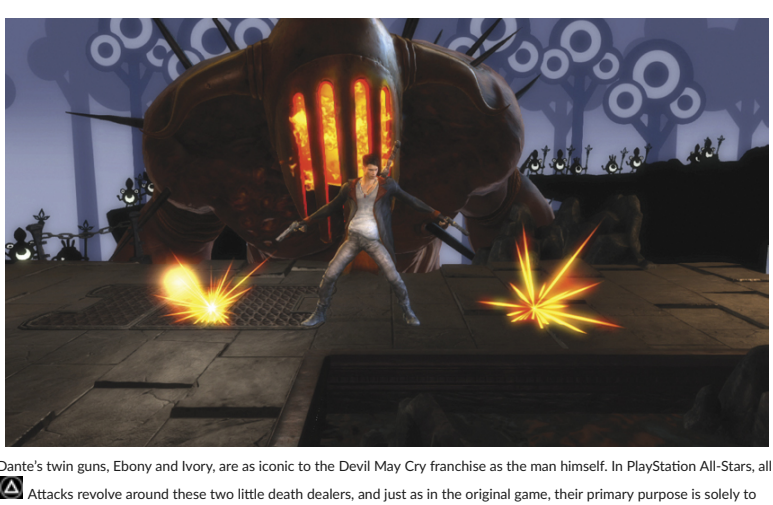
△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Ebony and Ivory Quick Shot 1	△	1–4	Auto targets; Bold Cancel OK	Twitch	△, → △, ↑ △, ↓ △	→ △ cancels into Rushdown 2nd
-	Ebony and Ivory Quick Shot 2	△, △	1–4	Auto targets; Bold Cancel OK	Twitch	—	—
2	Ebony and Ivory Rushdown 1	→ △	1–4	Bold Cancel OK	Twitch	△, → △, ↑ △, ↓ △	—
-	Ebony and Ivory Rushdown 2	→ △, → △	1–2	Bold Cancel OK	Twitch	—	—
3	Rainstorm	↑ △	1–5 per shot	Bold Cancel OK; AP value increases as shots spread	Twitch	—	Forces Dante into aerial state
4	Gun Flurry	↓ △	1–3	Bold Cancel OK	Twitch	△, ↑ △, → △	△ cancels must occur between first and second shot



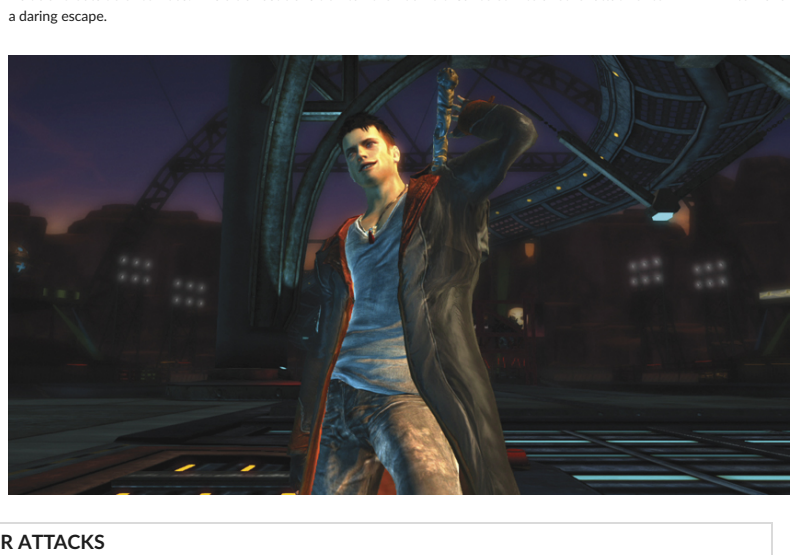




Dante's twin guns, Ebony and Ivory, are as iconic to the Devil May Cry franchise as the man himself. In PlayStation All-Stars, all △ Attacks revolve around these two little death dealers, and just as in the original game, their primary purpose is solely to extend combos. Every single △ attack has a twitch effect on enemies, meaning that they generate AP, count as hits toward a combo, and slow down your adversary slightly, but they have zero effect on an opponent's ability to act. Never rely on △ to stop an attack; think of this attack button as a means to adjust positioning and transition from □ to ○ Attacks. To compensate, all △ Attacks are immediately Bold Cancelable, regardless if the shots hit or not.

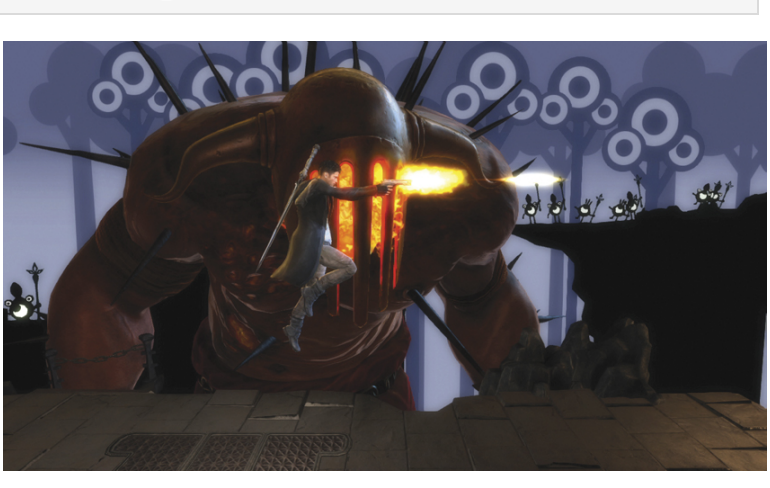
Ebony and Ivory Quick Shot (△) is a perfect example of a transition attack. Dante stands in place to fire his guns and auto-targets enemies above or below his line of sight. The first shot is cancelable into any other ground △ attack. The first part of this attack allows you to make the split decision of performing a Bold Cancel, or canceling into another △ attack to adjust Dante's positioning before continuing the combo. On a second press of △ , Dante is locked in place and your only option is to Bold Cancel. Gun Flurry (↓ △) functions similarly, except that Dante fires to either side of his position. It is possible to cancel into another △ if you need to adjust your position, but the input window is strict: the △ cancel must occur between the first two shots.

Ebony and Ivory Rushdown (→ △) causes Dante to advance forward while firing, closing the distance between himself and his adversary. Its two Attacks mirror the abilities of Quick Shot in that you can cancel the first part into any of the other △ Attacks. Rainstorm (↑ △) rounds out the ground △ , causing Dante to leap into the air while firing his pistols in a spiral. Its primary function is to serve an aerial transition, which can come in handy to avoid an incoming enemy or attack, both inside and outside of combos. This ultra-fast transition can then be Bold Canceled into another attack or to → ○ to make a daring escape.



AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Ebony and Ivory Quick Shot	Air △	1–4	Bold Cancel OK	Twitch	↑ △, → △, ↓ △	—
2	Aerial Ebony and Ivory Rushdown	Air → △	1–4	Bold Cancel OK	Twitch	↓ △	Dante flips forward before firing
3	Inverse Rainstorm	Air ↑ △	1–6 per shot	Bold Cancel OK; AP value increases as guns spread	Twitch	—	Dante jumps upward before firing
4	Aerial Descending Rainstorm	Air ↓ △	1–5 per shot	Bold Cancel OK; AP value decreases as guns join	Twitch	—	—



The air versions of Ebony and Ivory's attack set serve an identical purpose and should not be used as a primary offensive attack. Air positioning can be a tricky and variable thing in PlayStation All-Stars, but dividing any gaps is simple for those with quick reflexes.

Aerial Ebony and Ivory Quick Shot should be used when you don't need to change Dante's position and only wish to transition to a ○ attack immediately. Aerial Ebony and Ivory Rushdown causes Dante to perform a forward flip before firing. This attack is perfect for bridging small gaps between Dante and his foe, like after landing the third hit of Hunger, which would normally put the opponent just out of reach for follow-up Attacks.

Inverse Rainstorm and Aerial Descending Rainstorm are two sides of the same coin, adjusting Dante's position in the vertical plane. The first causes Dante to spin upward while firing, perfect for catching foes just beyond his grasp. Aerial Descending Rainstorm sees Dante gradually bringing his guns together as he quickens his fall. It's not the perfect solution for jumping in on enemies, but having the ability to immediately Bold Cancel into his counter (○) can sure come in handy.

○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Parry	○	20	Counter; active instantly	Butt-drop; lift (aerial foe)	—	—
2	Angel Boost	→ ○	—	Dash forward; cancelable immediately	—	Any □ or ○	Neutral F cancel becomes Hacker 4 if Bold Canceling into → ○
3	Shredder	↑ ○	3–20	—	Full launch	—	—
4	Flush	↓ ○	20	Projectile rolls off platforms and is destroyed if attacked	Lift	—	—

Dante's ○ attacks contain his finishers, counter, and main traversal options into the mix. The road of the Bold Cancel ends here. The Parry (○) is an instantly active counter that results in a butt-drop on hit, allowing you to turn any opponent's melee attack into a punishing combo. Like most counters in the game, the Parry has a very long recovery on whiff, so be on the alert for challengers trying to bait it out of you. While it can prevent you from taking a hit from a projectile, using Dante's counter against a ranged attack can leave Dante just as vulnerable as misjudging a melee encounter. Always be ready to counter when you're not attacking, but be wary of its shortcomings.

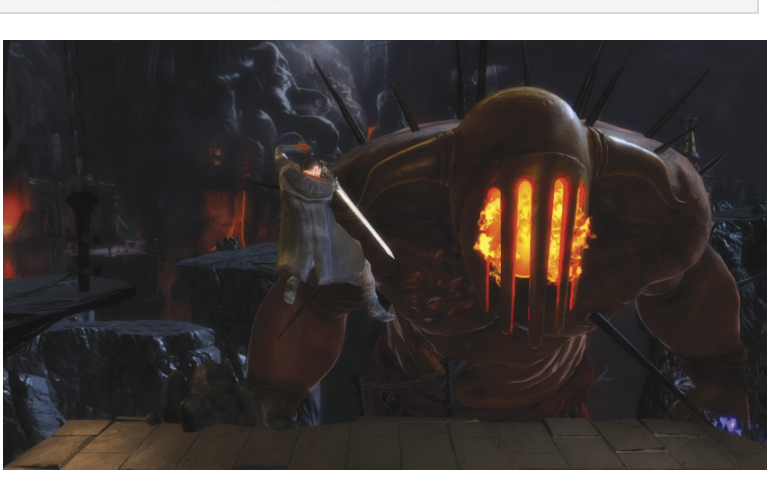
The Angel Boost serves many purposes, as it is key to getting across a level quickly, finishing off big combos, or even starting new ones. On input, Dante dashes forward, passing through any opponents in his way. It can be canceled by any □ or ○ attack (except itself) immediately. If it's the first input in your attack string, you can get Dante in on an opponent quickly to start the combo of your choice, but if you Bold Canceled into Angel Boost, the attack results in a finisher when canceling into neutral □ or → □ . This move isn't invulnerable either; be on the ready to cancel into Parry should an adversary attempt to knock Dante out of the dash.

The Shredder sees the return of Osiris, causing Dante to spin the angelic scythe in front and above his position. It can serve as a good anti-air option, or to catch foes just after a full launch or lift with a quick series of Bold Cancels. The resulting full launch effect gives Dante just enough time to jump and continue the attack once it has recovered, but you must be aware of Dante's spacing. You may simply have Dante jump and attack in a corner, but on the open field, you must use either Angel Boost or Hunger to close the distance.

Finally, Flush brings the demon axe into the mix as Dante THROWS the weapon along the ground. The projectile has a 1.5-second lifespan, resulting in a lift effect on hit. During that time, it can bounce off of walls or roll off platforms to catch enemies at varying levels.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Parry	Air ○	20	Counter; active instantly	Full launch	—	Invincible during counterattack
2	Aerial Angel Boost	Air → ○	—	Dash forward; cancelable immediately	—	Any □ or ○	Neutral □ cancel becomes Aerial Rave 3 if Bold Canceling into → ○
3	Aerial Shredder	Air ↑ ○	3–20	—	Full launch	—	—
4	Aerial Arbiter Hurl	Air ↓ ○	20	Projectile rolls off platforms, bounces off of walls, and is destroyed if attacked	Lift	—	—



The air versions of all ○ Attacks are exact copies of their grounded counterparts in terms of general usage, with a few caveats. The air Parry also has a long recovery on whiff, with the exception that the recovery period is canceled the second Dante touches the ground. Should you see an adversary attempting an anti-air as Dante jumps in, immediately press ○ and go in for the counterattack once he lands.

Air Angel Boost is used to cross the gap in air Combos or to traverse the stage quickly. It suffers from the same setbacks as the grounded version, and only one Air Angel Boost can be performed until Dante character touches the ground again or is forced into an air recovery by an attack.

Shredder is an exact replica of its grounded version, but its primary function is as a combo finisher. Since you've probably used all of Dante's jumps by the time this attack needs to be used, you won't be able to continue skyward for more follow-up Attacks.

Air Arbiter Hurl sends the demon axe downward at a 45-degree angle but otherwise follows the same rules as Flush. It has a really long recovery time, but you can take advantage of the "action OK once grounded" rule to drop an axe on your enemies and start up a combo to really rake in the AP!

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: □ , □ , □ x ↑ □ (hold), (air) □ , □ , □

80AP; (with Parry) 100AP +30AP IAS Bonus

Dante's bread and butter combo is very easy to perform, only requires one attack button, and doesn't require any knowledge of Bold Canceling to earn an easy 80AP—putting you over halfway toward the Level 1 Super threshold. This combo also serves as a foundation for many Bold Cancel combos, as any of these Attacks can be canceled to △ on hit and branched into a new string of Attacks. If any of the first three hits are blocked or whiff, immediately cancel into ↓ □ to end your assault. Tremor recovers much sooner than High Times, giving you the opportunity to have Dante dodge roll or Angel Boost away from the opponent before they exit blockstun. Try using this combo after a successful Parry for a whopping 130AP.

II. Against grounded for: → □ , → □ (BC) → △ (BC) → ○ x ↑ □ (hold), (air) □ , □ , □

74AP

This combo serves as your introduction to Dante's Bold Cancel mechanic and using Attacks to close distances quickly, as well as illustrating the speedy input times you need to master in order to unlock his full potential. The second hit puts the opponent in a lift state, allowing a quick → △ cancel followed immediately by → ○ canceled into ↑ □ (hold) to bring the target into the air. The trick to putting all these together is to practice inputting Attacks as fast as possible. Done correctly, Dante won't even get a chance to fire his guns before you've Bold Canceled into Angel Boost and High Times. Finish them off with a full Aerial Rave series to complete the job. Once you can do this combo in your sleep, you're ready to experiment with more of his advanced options.

III. Requires corner: □ , □ , □ (BC) ↑ △ (BC) ↓ ○ , land, ↑ □ (hold), (air) □ , □ x ↑ □ (BC) ↑ △ (BC) ↑ ○

104AP +30AP IAS Bonus; (with Parry) 120AP +30AP IAS Bonus

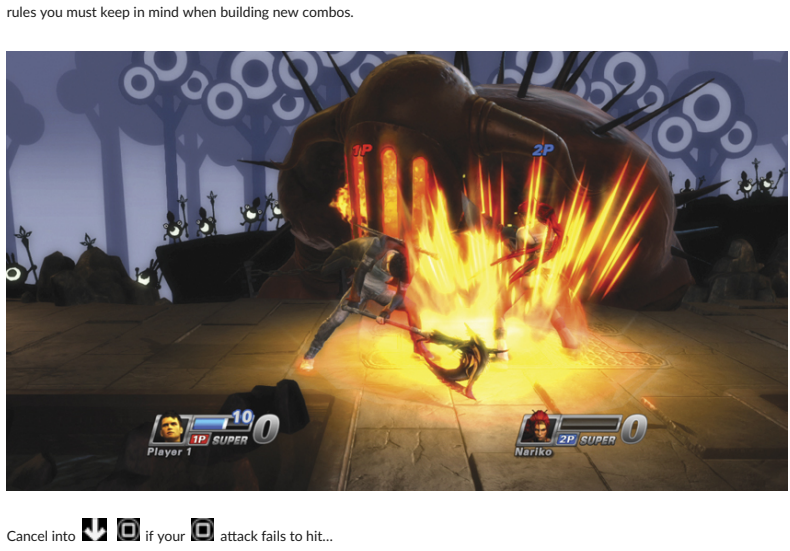
When you're comfortable with Bold Cancels and Dante's Attacks, the above combo serves as an example of the creativity possible with his unique mechanic. Combo III requires a corner to execute successfully, as normally, the Aerial Arbiter Hurl would push the opponent too far away to connect with High Times consistently. Each instance of successive Bold Cancels requires you to input the second attack immediately to strike your adversary before they have a chance to recover. If started after a Parry, this can earn you a full Level 1 Super in a single combo!

COMBO APPENDIX

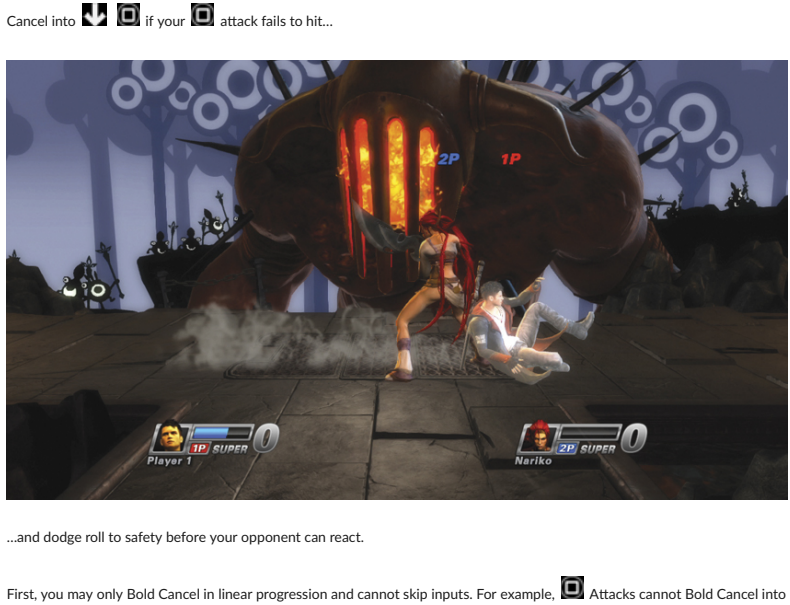
Combo	+AP	Notes
↓ □ (BC) △ (BC) → ○ x □	53	Simply combo starting with Tremor, you go to cancel when an □ attack whiffs. Easy AP generator with many escape or extension options.
(air) □ , □ , ↑ □ (BC) △ (BC) → ○ x □	61	Air BnB combo that ends in an eject tornado. For an extra challenge, and 71AP, cancel Angel Boost into another Roulette Spin followed by (BC) △ (BR) ↑ ○ .

ADVANCED STRATEGIES

Dante is an advanced rushdown character that requires precision timing to pull off his highest AP-generating combos with deliberate execution of each attack. Button mashers need not apply; random inputs are going to get your character killed over and over again while you wonder why you can't string attacks together. By mastering the Bold Cancel system, Dante's combo options are endless and limited only by your imagination, execution ability, and the Infinite Avoidance System. The basic concept behind the Bold Cancel mechanic was stated in the Spotlight Mechanic tip at the start of this section: □ attacks instantly cancel into △ attacks, which instantly cancel into ○ attacks. In practice, however, there are a few underlying rules you must keep in mind when building new combos.



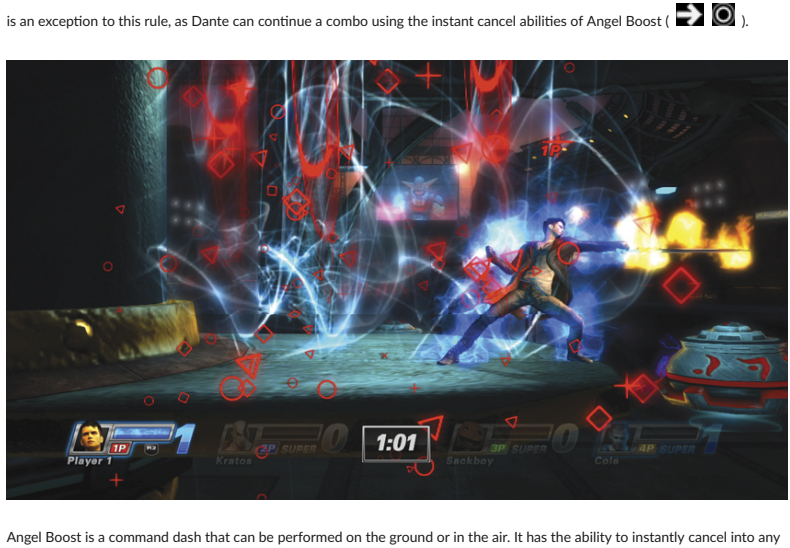
Cancel into ↓ □ if your □ attack fails to hit...



...and dodge roll to safety before your opponent can react.

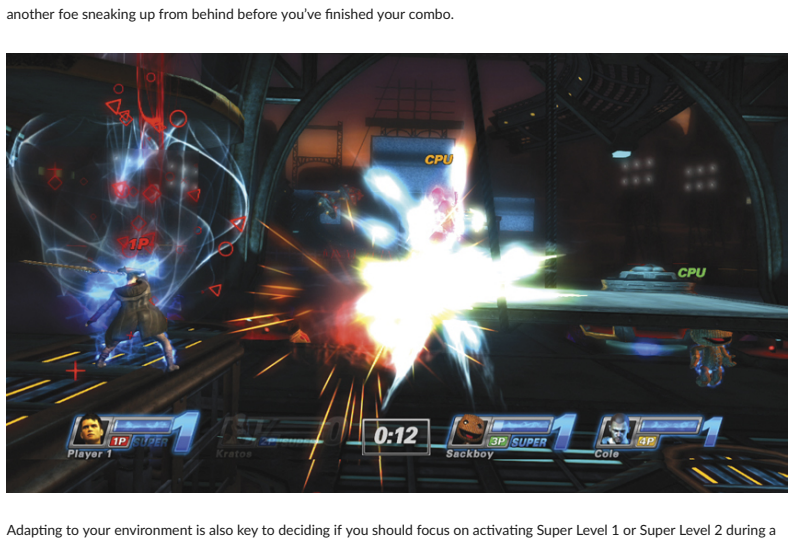
First, you may only Bold Cancel in linear progression and cannot skip inputs. For example, □ Attacks cannot Bold Cancel into ○ Attacks, but you can start with a △ attack and cancel into a ○ attack.

□ Attacks can only be Bold Canceled on hit. If the opponent blocks, or the attack misses, Dante is committed to finishing the entire attack animation unless another cancel option is available, such as ↓ □ . Ebony and Ivory Attacks (△) can all be Bold Canceled instantly, and they are primarily used as a tool to transition between □ and ○ Attacks while adjusting Dante's position and continuing the combo. Finally, ○ Attacks cannot be Bold Canceled and effectively end a combo. There is an exception to this rule, as Dante can continue a combo using the instant cancel abilities of Angel Boost (→ ○).



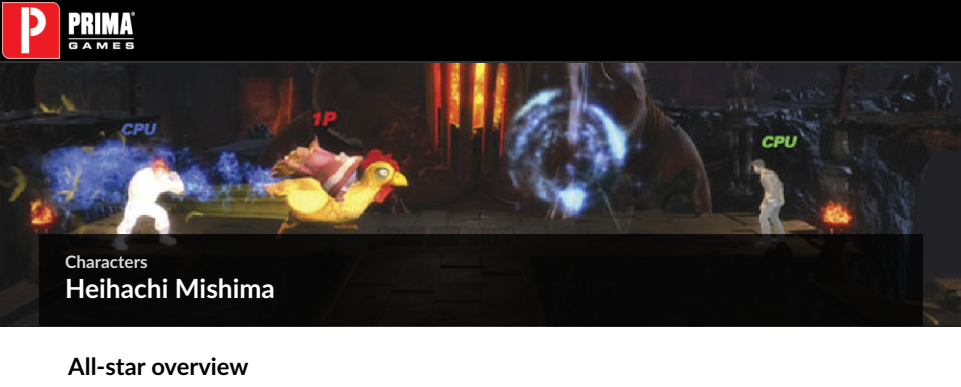
Angel Boost is a command dash that can be performed on the ground or in the air. It has the ability to instantly cancel into any □ or ○ move, making it an invaluable tool for continuing Combos after you've run through a full Bold Cancel rotation. Dante is only allowed to perform one ground Angel Boost and one Air Angel boost in a single combo, and he must touch the ground or be forced into an air recovery before he may perform another. In addition, if you used a Bold Cancel to execute Angel Boost □ and → □ produce the final hit of their respective combo strings. To extend Combos after hitting the Angel Boost limit, cancel the dash into ↑ □ instead followed by the attack of your choice.

With so many options at your fingertips, spatial awareness and an intimate knowledge of Dante's full attack suite are essential for success on a wide variety of maps. Since Dante works best in one-on-one situations, his ideal levels contain areas where it's hard for opponents to reach him. This can include smaller stages like Black Rock Stadium and its ever-changing configuration, or wider stages such as Invasion or Stowaways. Basically, anywhere Dante can attack an opponent without worrying about another foe sneaking up from behind before you've finished your combo.



Adapting to your environment is also key to deciding if you should focus on activating Super Level 1 or Super Level 2 during a match. Since there is only a handful of levels with large, flat areas that maximizing the killing potential of Stinger, Overdrive is going to be your go-to Super in most cases. It's inexpensive at only 150AP, which you can earn in one or two Combos (see Combo I or III), and its final hit produces a short-range fireball that can catch foes beyond the end of a platform. If you acquire a Level 2 Super on a level where it's less effective than a Level 1, save your AP if you have the time and try to get enough energy for Devil Trigger Unleashed.

Dante's Level 3 Super has amazing killing potential, thanks to his increased movement speed and the six-second float state enemies are forced into after activation. The faster you can kill your adversaries, the sooner they respawn for you to kill again. Maximize your score by waiting to activate Devil Trigger Unleashed until all opponents are relatively close together, and then kill them all in one or two blows. The sooner a challenger dies, the sooner they respawn to taste your blade again.



Characters

Heihachi Mishima

All-star overview

Heihachi is a combo machine with the ability to counter an opponent's attack, dash in mid-air, play mind games with his foes, and multiply his AP gain. He's best at extreme close range, but he has a stock of moves that work great from medium-close range, as well. His most efficient Super attack is Level 2, which takes 400AP to earn. Your goal is to build up 400AP, trigger the Super attack, and then start the process all over again. This sounds like a tall order, but for an AP earner like Heihachi, it's simple.

WHY IS KUMA TAG TEAM, HEIHACHI'S LEVEL 2 SUPER ATTACK, THE GO-TO SUPER MOVE?

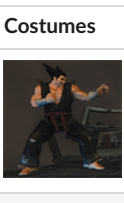
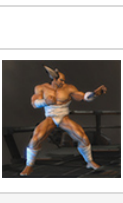
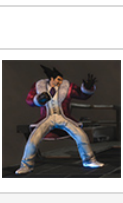
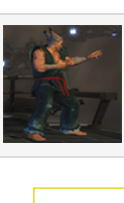
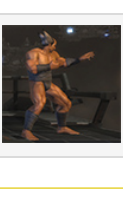
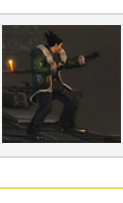
- It leaves Heihachi free to battle on his own while Kuma racks up kills.
- Kuma sticks around for 10 full seconds, which is plenty of time to score multiple kills.
- Heihachi earns AP extremely fast, making it relatively easy to get to Level 2.

WHAT'S THE BEST WAY TO EARN 400AP SO THAT YOU CAN USE KUMA TAG TEAM?

- Use Raijin Stance to triple the AP of Heihachi's next hit.
- Focus on moves like Hell Axle 2 or Spinning Demon that offer a high AP reward.
- Take advantage of his short two-hit Combos with high AP gain.

Heihachi has made the transition from his originating series to this game very well. He's a hard hitter with deep options for Combos. Skilled players can knock out 100AP in a single combo with ease, and even newbies can score 60AP-80AP in one combo. Although 400AP is a high amount of Super Meter to earn, Heihachi makes it easier than most.

AT A GLANCE

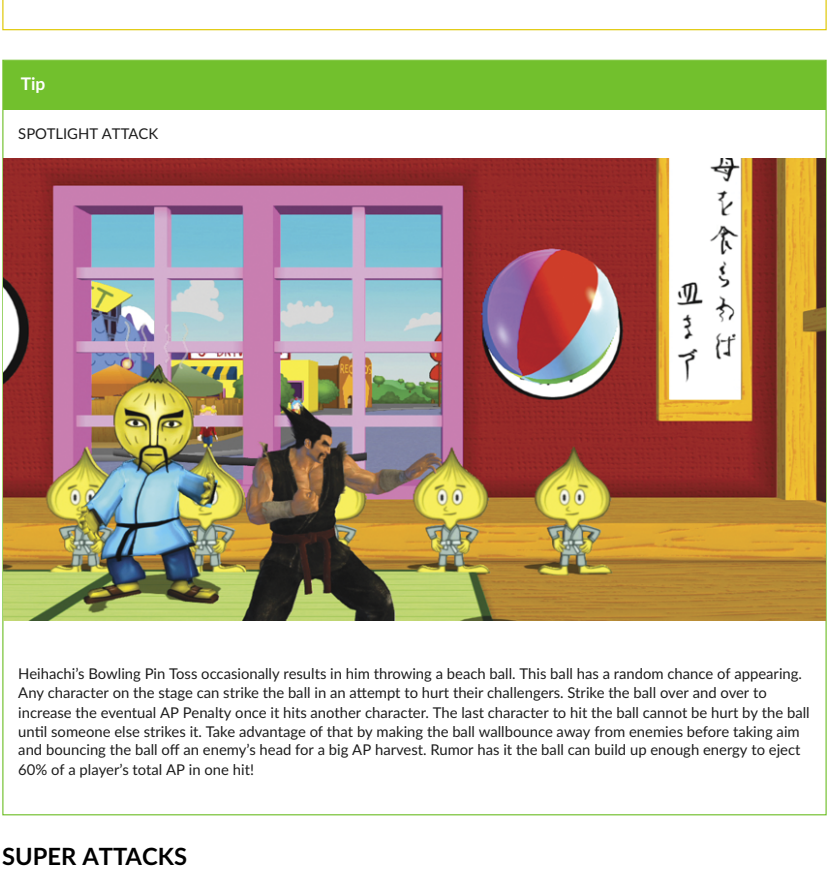
Costumes		
		
		

- Name: Heihachi Mishima
- Series: Tekken
- Archetype: Close-range Melee
- AP Meter Level 1/2/3 Values: 100/400/600
- Rival Character: Toro
- Best Level: Dojo
- Worst Level: Stowaways
- Priority Pickups: Hedgehog Grenade
- Best Matchups: Sweet Tooth
- Worst Matchups: Sackboy

Heihachi is the head of the Mishima Zaibatsu and responsible for the King of Iron Fist Tournament, attended only by the strongest fighters around the world. A master of Mishima Style Fighting Karate, Heihachi seems to be able to rejuvenate himself, displaying a remarkable agility and strength that defy his true age. His pet bear, Kuma, joins him in battle, adding to the already formidable challenge he presents opponents.

Tip

SPOTLIGHT ATTACK

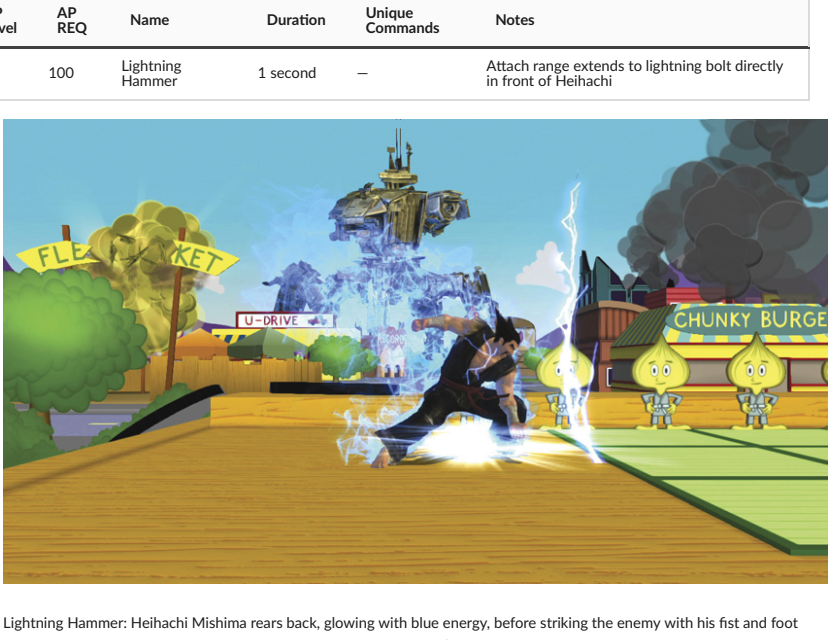


Heihachi's Bowling Pin Toss occasionally results in him throwing a beach ball. This ball has a random chance of appearing. Any character on the stage can strike the ball in an attempt to hurt their challengers. Strike the ball over and over to increase the eventual AP Penalty once it hits another character. The last character to hit the ball cannot be hurt by the ball until someone else strikes it. Take advantage of that by making the ball wallbounce away from enemies before taking aim and bouncing the ball off an enemy's head for a big AP harvest. Rumor has it the ball can build up enough energy to eject 60% of a player's total AP in one hit!

SUPER ATTACKS

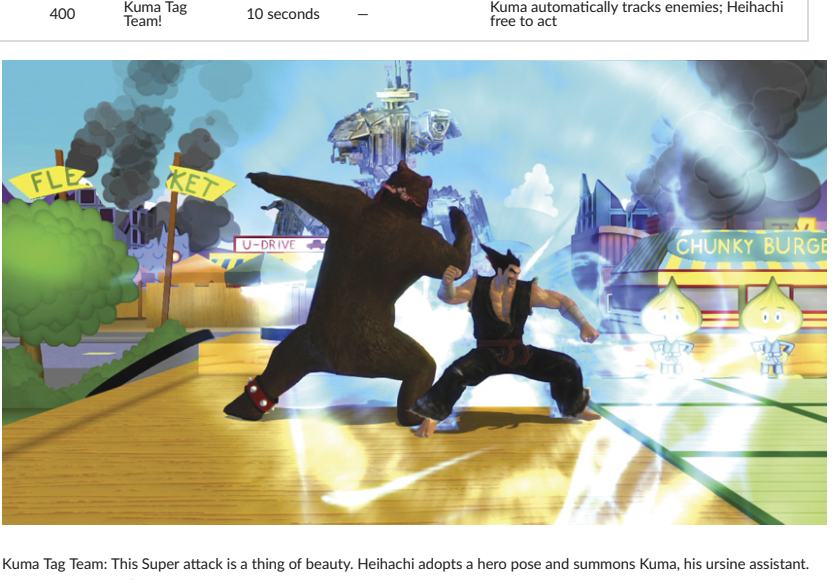
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	100	Lightning Hammer	1 second	—	Attach range extends to lightning bolt directly in front of Heihachi



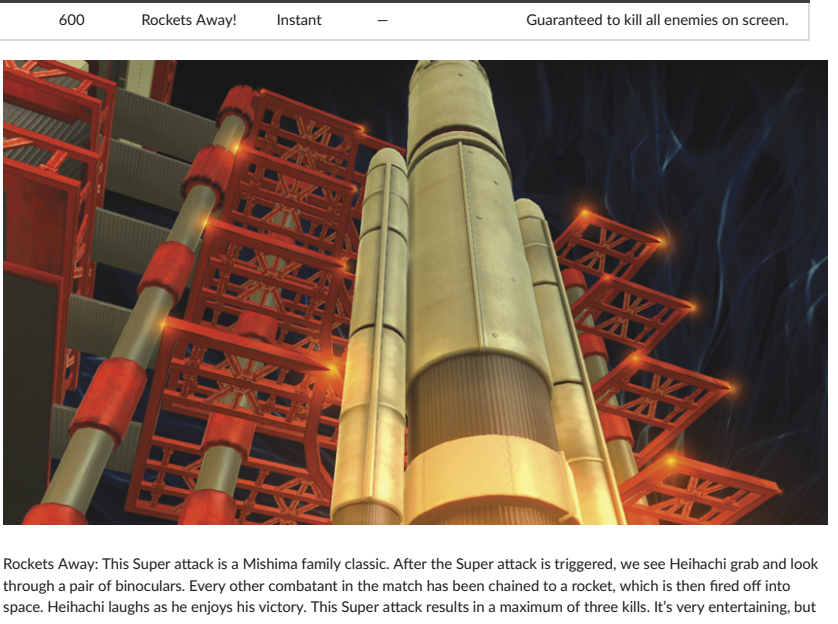
Lightning Hammer: Heihachi Mishima rears back, glowing with blue energy, before striking the enemy with his fist and foot simultaneously. This attack has a lengthy start-up time, but Heihachi's speed makes it a viable and valuable part of his repertoire. The start-up time should prevent you from using this attack in crowded combat situations, such as when Heihachi is facing down two enemies at once, but it is great at catching foes by surprise. Use it carefully, and only when you know it's safe.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Kuma Tag Team!	10 seconds	—	Kuma automatically tracks enemies; Heihachi free to act



Kuma Tag Team: This Super attack is a thing of beauty. Heihachi adopts a hero pose and summons Kuma, his ursine assistant. After that, Heihachi's role is done. You can play with him as normal and go after your enemies. The twist is that Kuma sticks around after the pose and joins the battle. Every time he hits an adversary, that target is killed. Kuma is an autonomous killing machine, and this is Heihachi's most efficient Super attack by a wide margin.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	600	Rockets Away!	Instant	—	Guaranteed to kill all enemies on screen.



Rockets Away: This Super attack is a Mishima family classic. After the Super attack is triggered, we see Heihachi grab and look through a pair of binoculars. Every other combatant in the match has been chained to a rocket, which is then fired off into space. Heihachi laughs as he enjoys his victory. This Super attack results in a maximum of three kills. It's very entertaining, but Kuma Tag Team packs more bang for your AP buck.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Jumping Powerbomb	Right stick ↑	15%	Unblockable; 30AP of super armor	Bounce	Combo starter

Jumping Powerbomb: Heihachi's Jumping Powerbomb is a frighteningly effective throw. It leaves the enemy open to long juggles immediately after the throw ends, since it places the foe in a bounce state.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Stonehead	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject roll	—

Stonehead: Heihachi leans back and then head-butts the enemy at full force, sending them rolling away in an eject roll. You can't follow up on this move with a combo, but it's great at enforcing your personal boundaries when competing with aggressive players.

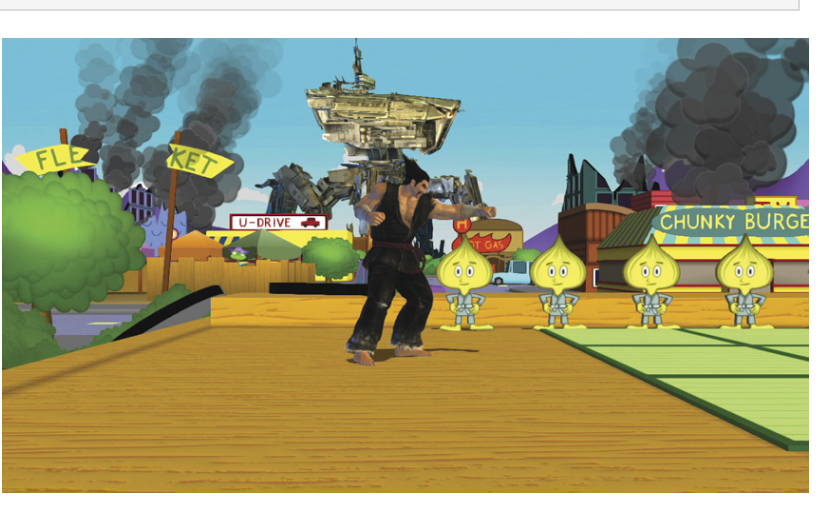
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Slamdown	Right stick ↓	15%	Unblockable; 30AP of super armor	KD	—

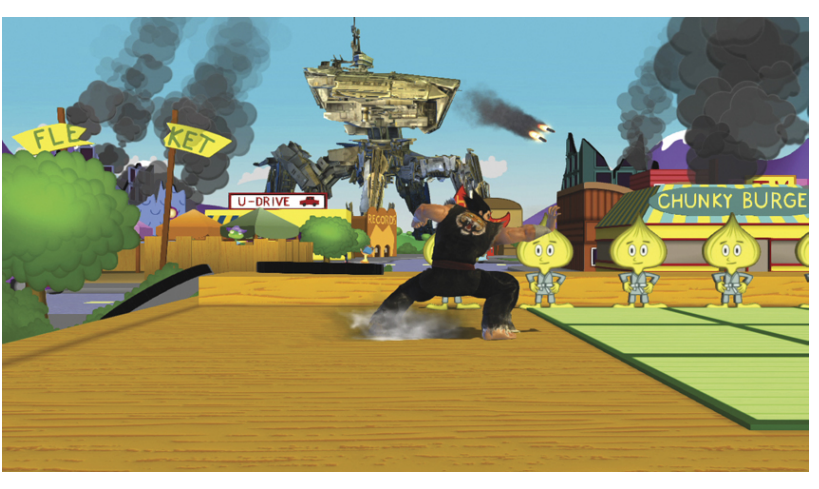
Slamdown: This throw has two parts. In the first part, Heihachi slams the enemy to the ground, bouncing them into the air. Immediately after, Heihachi automatically stomps on them, inflicting a Medium AP Penalty. It isn't great for Combos, but it is very good at interrupting an opponent that is pressing the attack.

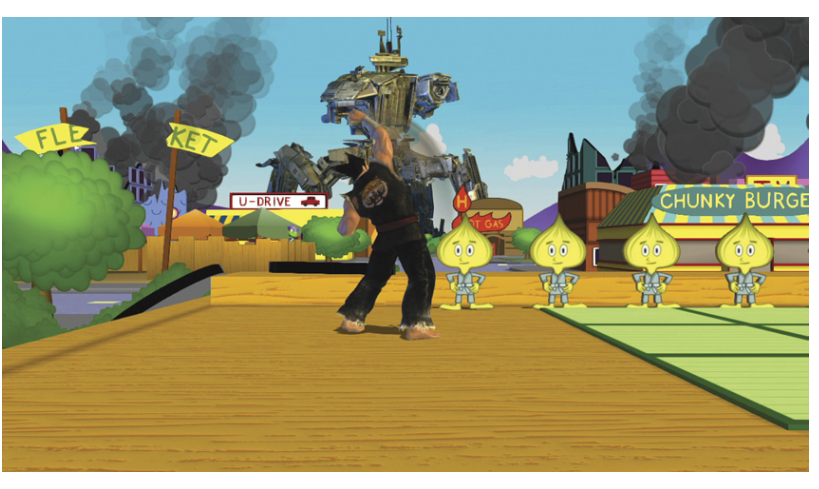
□ : SQUARE ATTACKS

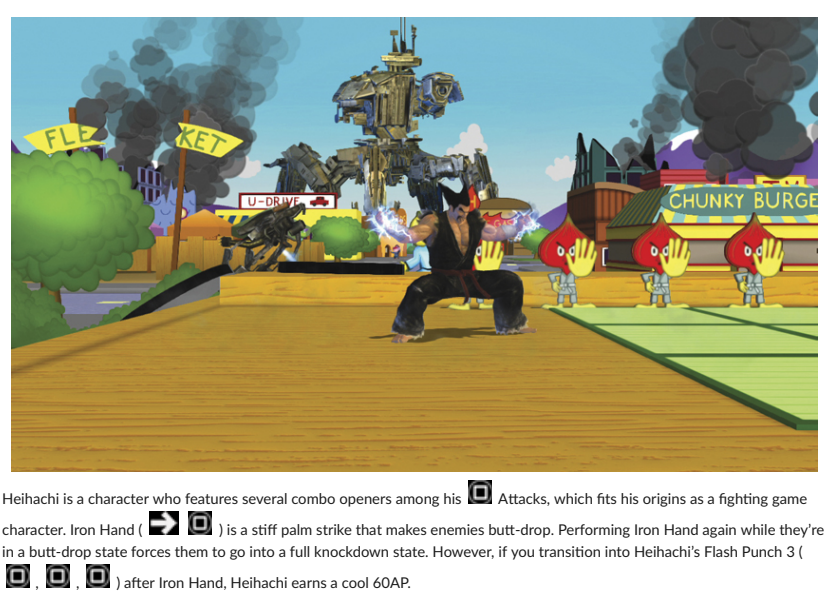
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Flash Punch 1	□	5	—	—	□	—
-	Flash Punch 2	□ , □	5	—	—	□	—
-	Flash Punch 3	□ , □ , □	30	—	Eject roll	—	—
2	Iron Hand	→ □	20	—	Butt-drop	Any attack	—
-	Wake-Up Dive	→ □	20	Input during wake-up dodge roll	Lift	—	—
3	Demon Uppercut 1	↑ □	10	—	Lift	□	—
-	Demon Uppercut 2	↑ □ , □	20	—	Full launch	—	Cannot move until grounded
4	Demon's Wings	↓ □	20	30AP of super armor during spin	Butt-drop	—	Hits on either side of Heihachi









Heihachi is a character who features several combo openers among his □ Attacks, which fits his origins as a fighting game character. Iron Hand (→ □) is a stiff palm strike that makes enemies butt-drop. Performing Iron Hand again while they're in a butt-drop state forces them to go into a full knockdown state. However, if you transition into Heihachi's Flash Punch 3 (□ , □ , □) after Iron Hand, Heihachi earns a cool 60AP.

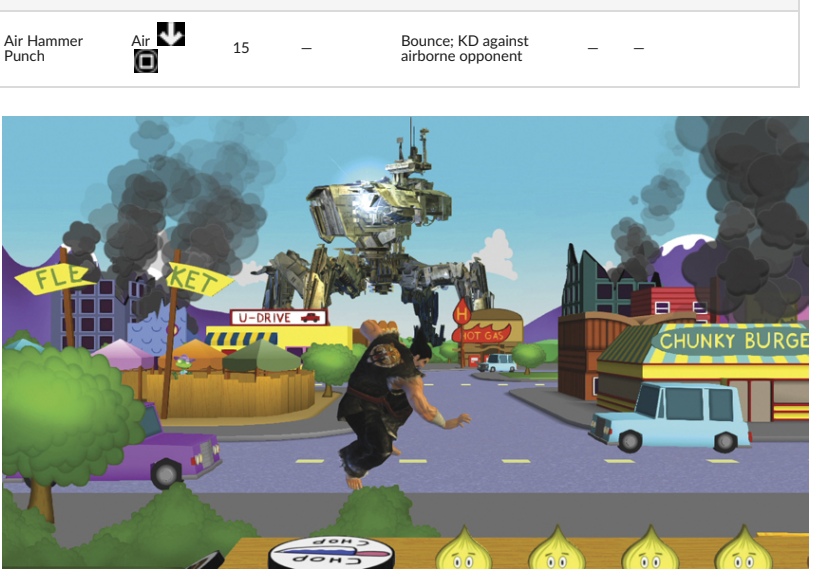
Demon's Wings (↓ □) makes enemies butt-drop, as well. It has a more obvious start-up animation than Iron Hand, and as a result, it needs to be used differently. While Iron Hand is useful as a surprise attack to open a combo, Demon's Wings is best used as an ambush maneuver. When an adversary is focused on another opponent, move Heihachi in close and use Demon's Wings to stop their attack and begin one of your own.

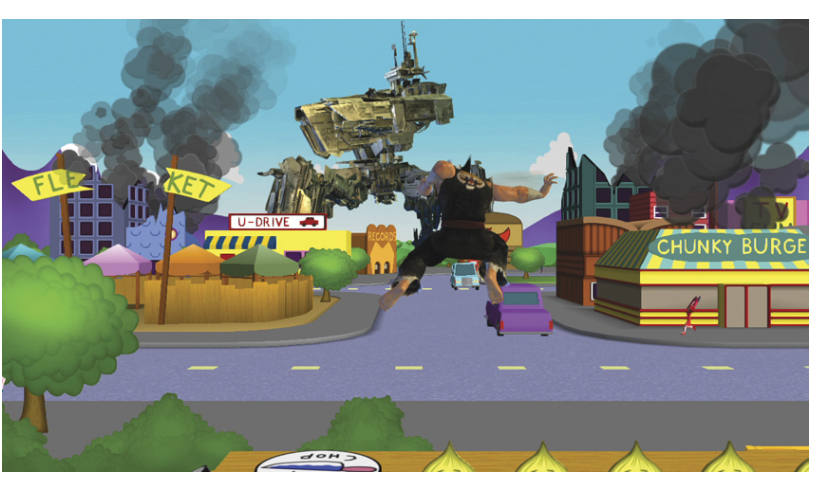
Wake-Up Dive (→ □) can only be used during a dodge roll immediately after being knocked down. Instead of simply standing up, Heihachi rolls to his feet and immediately dives at the enemy. This attack can prevent an opponent from catching Heihachi with an attack as soon as he stands up. If Wake-Up Dive hits, then the situation reverses. Instead of Heihachi being in danger when he's standing up after being knocked down, your enemy will be in danger and have to react to your attack. When Heihachi is getting hammered, use Wake-Up Dive to steal back some momentum and buy time to regroup.

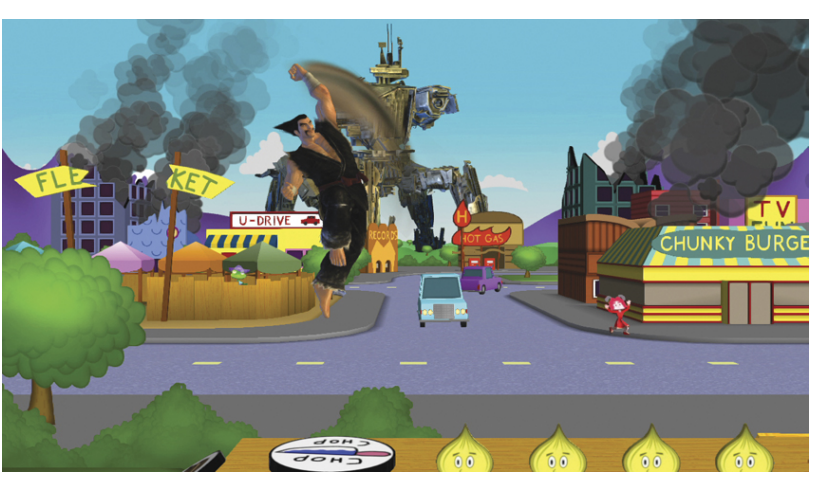
Demon Uppercut 1 (↑ □) and Demon Uppercut 2 (↑ □ , □) are a solid pair of launchers. Demon Uppercut 2 launches the enemy high into the air, giving you a chance to create a combo by having Heihachi jump or double jump before transitioning into an air combo.

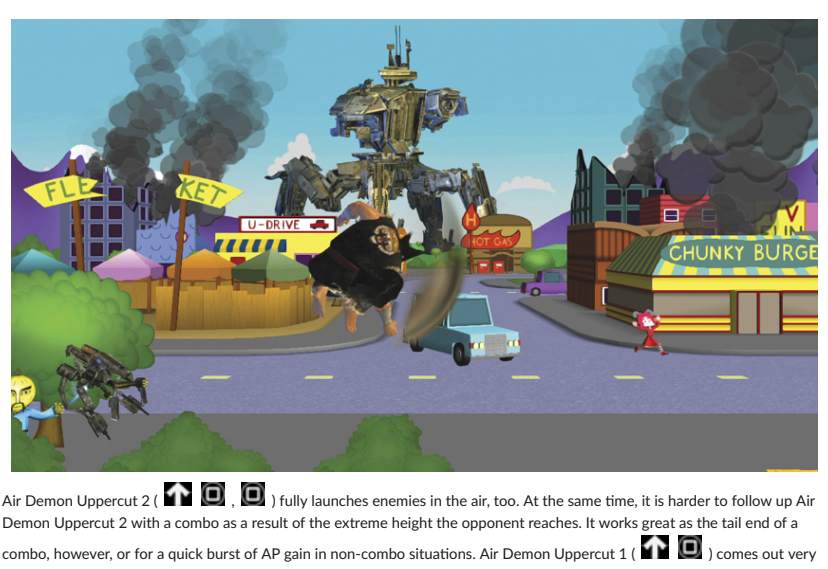
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Double Palm	Air □	5, 10	—	Kneel (second hit); lift (second hit, aerial foe)	—	Downward momentum paused on hit
2	Air Iron Hand	Air → □	20	—	Butt-drop	—	—
3	Air Demon Uppercut 1	Air ↑ □	10	—	Lift	□	—
	Air Demon Uppercut 2	Air ↑ □ , □	20	—	Full launch	—	—
4	Air Hammer Punch	Air ↓ □	15	—	Bounce; KD against airborne opponent	—	—









Air Demon Uppercut 2 (↑ □ , □) fully launches enemies in the air, too. At the same time, it is harder to follow up Air Demon Uppercut 2 with a combo as a result of the extreme height the opponent reaches. It works great as the tail end of a combo, however, or for a quick burst of AP gain in non-combo situations. Air Demon Uppercut 1 (↑ □) comes out very quickly and can be a great surprise. If you hit with Demon Uppercut 1, the odds are very good that Air Demon Uppercut 2 will also connect, so get used to performing this attack at a moment's notice.

Certain players excel at air Combos and can lock Heihachi down with ease, unless you come up with a solid counterattack. Air Hammer Punch (↓ □) is a great counterattack to head off incoming aerial Combos. Heihachi's mid-air downward chop bounces a grounded enemy off the level's floor, opening them up to air Combos. When Heihachi hits an airborne foe with an Air Hammer Punch, they are smashed to the ground in a knockdown state. It can stop an incoming attack cold, and you can even use it to stop an opponent from jumping. This versatile move should be a fixture of your strategy.

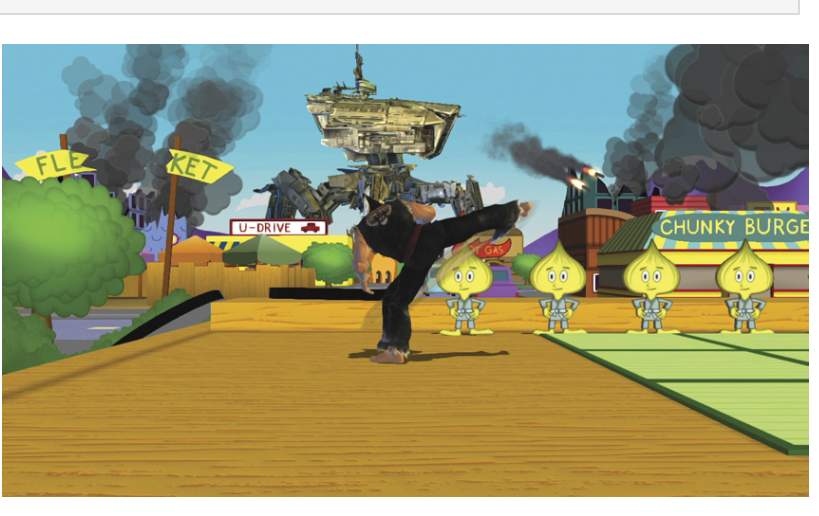
Double Palm (□) works well in mid-air as a combo finisher. Heihachi's falling motion pauses while he's attacking, and the enemy is lifted higher into the air and slightly knocked away from Heihachi after the attack ends. This gives you a chance to regroup on the ground and catch the opposing character on their way down with another combo.

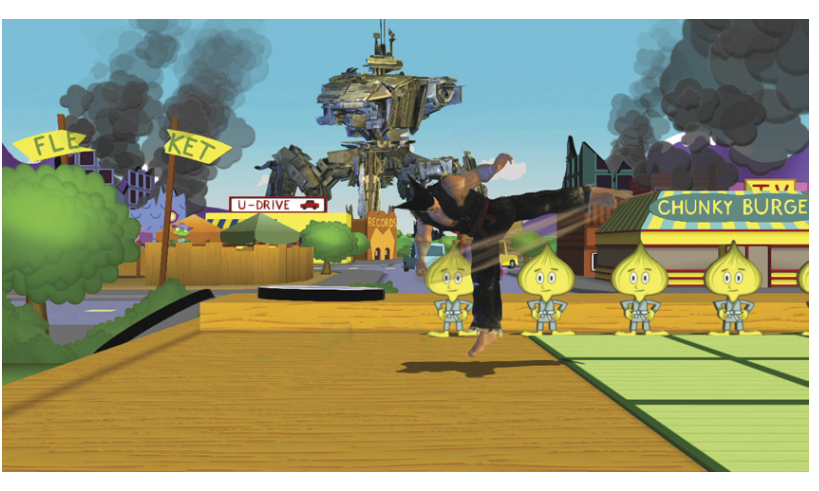
Using Air Iron Hand (→ □) is a little more complicated. It knocks enemies away as soon as it hits, leaving Heihachi with few options. Use Air Iron Hand near a wall to force a wallbounce to increase your chances of successful follow-ups.

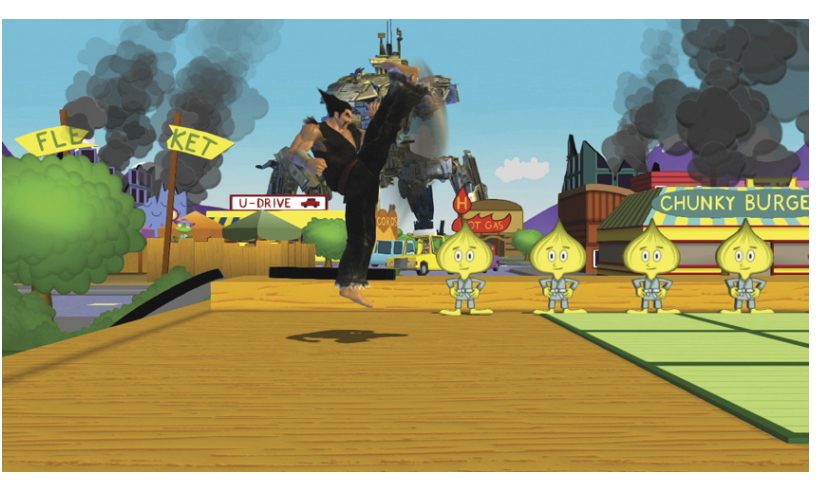
△ : TRIANGLE ATTACKS

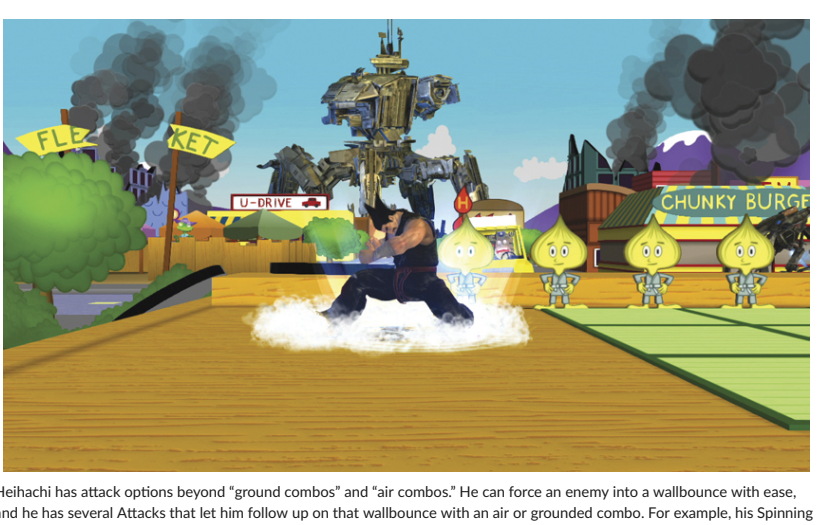
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Spinning Roundhouse	△	30	—	Eject tornado	Any attack	Repeatable
-	Wake-Up Sweep	△	20	Invincible; hits on either side of Heihachi	Sweep	—	Input △ during wake-up; any action OK once standing
2	Hell Axle 1	→ △	10	Aerial attack	—	△	—
-	Hell Axle 2	→ △ , △	20	Aerial attack	Lift	—	—
3	Rising Toe Kick	↑ △	20	—	Lift	—	Attack okay once grounded
4	Jichinsai	↓ △	20	—	KD	—	—









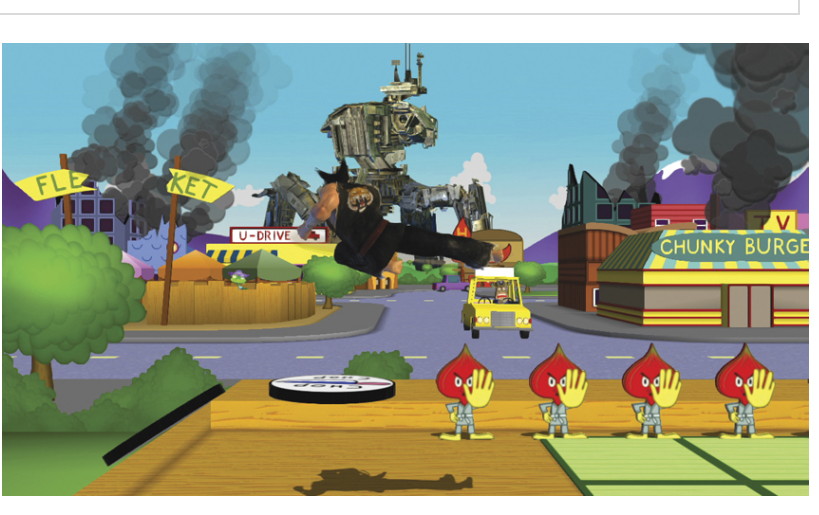
Heihachi has attack options beyond "ground combos" and "air combos." He can force an enemy into a wallbounce with ease, and he has several Attacks that let him follow up on that wallbounce with an air or grounded combo. For example, his Spinning Roundhouse (△) makes opponents eject spiral away. If you execute it while some distance away from a wall, with your enemy between Heihachi and the wall, then the enemy wallbounces back at Heihachi. From there, you can perform an Air Iron Hand (→ □) for a combined total gain of 50AP. The timing is tricky, and it takes some amount of time to pull off thanks to waiting for the adversary to wallbounce, but it's worth it. When your challenger isn't gaining AP and you are, things are going well.

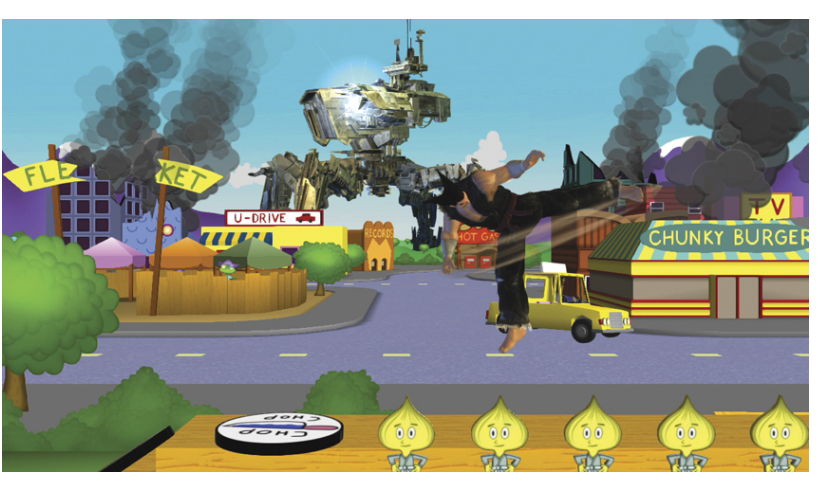
Hell Axle 2 (→ △ , △) and Rising Toe Kick (↑ △) are both great launchers that result in a lift state. Rising Toe Kick is by far the safest △ launcher Heihachi has, as it comes out quickly and has no lead-in attack. Hell Axle 2 is a good launcher but requires Hell Axle 1 (→ △) to be performed before it can come out. If Hell Axle 1 whiffs or is blocked, Heihachi is left vulnerable to counterattack. Rely on Rising Toe Kick as your primary launcher, but don't be afraid to use Hell Axle 2 when you see an opening. Hell Axle 2 is particularly effective on enemies that are jumping in or just whiffed an air attack. The AP gain is the same for both moves, as well.

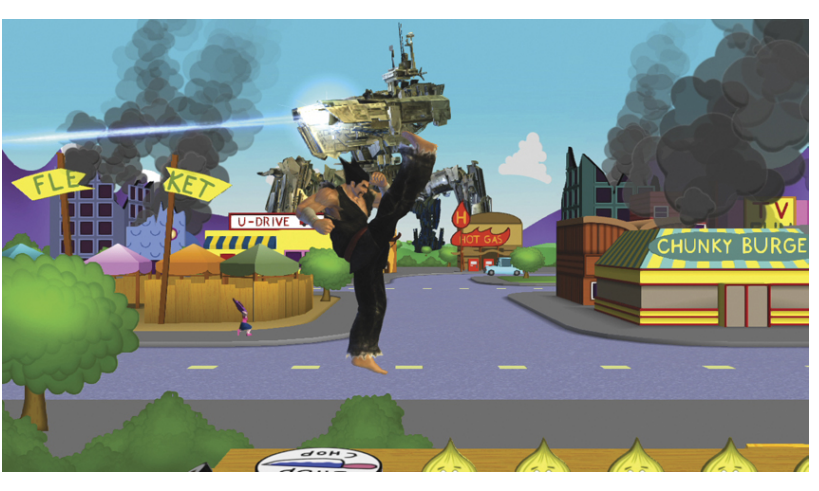
Jichinsai (↓ △) is a vicious stomp that's best performed after making an opponent butt-drop or launching an adversary into the air. The stomp can hit twice—once in the air, and a second hit when Heihachi's foot hits the ground—and can add up to 40AP to a combo.

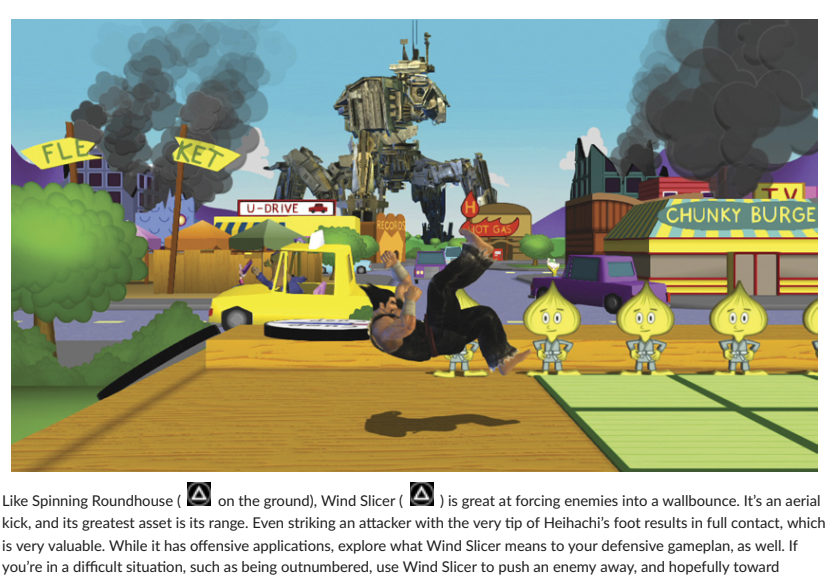
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Wind Slicer	Air △	30	—	Eject spiral	—	—
2	Air Hell Axle 1	Air → △	10	—	—	△	—
-	Air Hell Axle 2	Air → △ , △	10	—	Lift	—	—
3	Air Rising Toe Kick	Air ↑ △	10	—	Lift	—	—
4	Demon Scissors	Air ↓ △	20	Puts Heihachi in KD state on whiff	KD	—	Cannot attack until standing on hit









Like Spinning Roundhouse (△ on the ground), Wind Slicer (△) is great at forcing enemies into a wallbounce. It's an aerial kick, and its greatest asset is its range. Even striking an attacker with the very tip of Heihachi's foot results in full contact, which is very valuable. While it has offensive applications, explore what Wind Slicer means to your defensive gameplan, as well. If you're in a difficult situation, such as being outnumbered, use Wind Slicer to push an enemy away, and hopefully toward another character. This should leave you free to engage in a one-on-one battle rather than being tag-teamed by your foes.

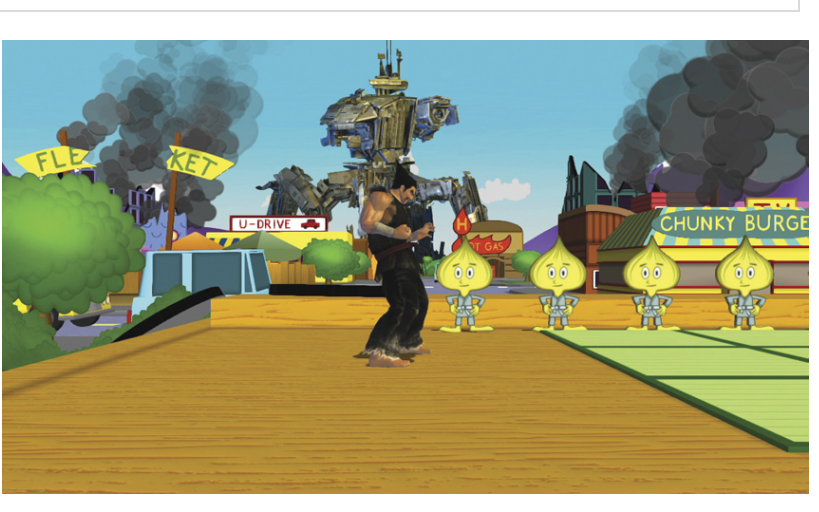
Demon Scissors (↓ △) seems like an odd move at first glance. Heihachi flips forward, bringing both legs over his head in a clockwise arc. If this move whiffs, Heihachi simply falls to the ground in a knockdown state. If Heihachi connects with Demon Scissors, however, the enemy is knocked to the ground and falls with Heihachi, who rises to his feet while his opponent is still in a knockdown state. Clever use of Demon Scissors can create an opening where there wasn't one, but use it carefully, as missing the attack may not be worth the risk.

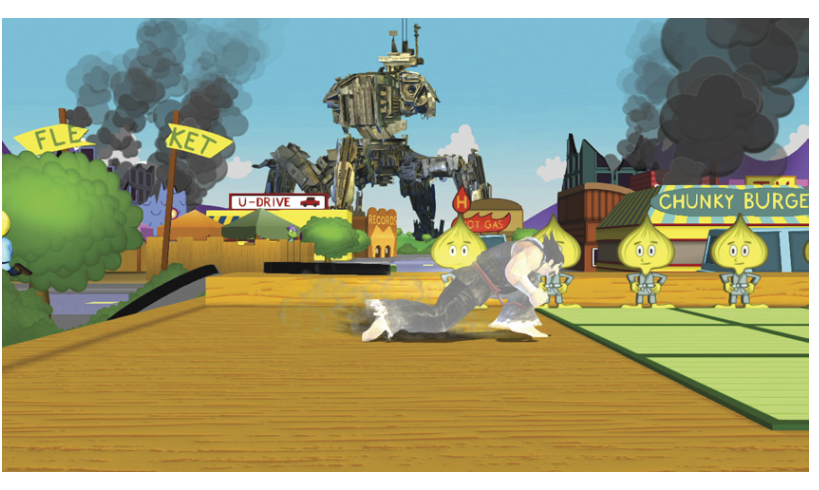
Air Rising Toe Kick (↑), Air Hell Axle 1 (→ △), and Air Hell Axle 2 (→ △ , △) remain as effective in mid-air as they are on the ground, though now you must contend with falling speeds and timing. There's a slight forward motion on Heihachi's Air Hell Axle 1 that lets him connect with opposing characters that may be a short distance out of his usual range, but make sure that you hit the enemy in the chest or legs. If you hit the target in the head, the foe may fall too fast for Air Hell Axle 2 to connect.

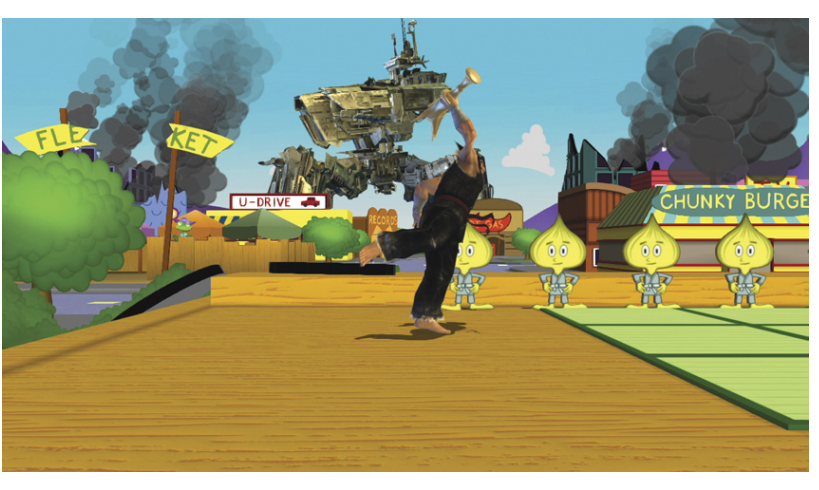
○ : CIRCLE ATTACKS

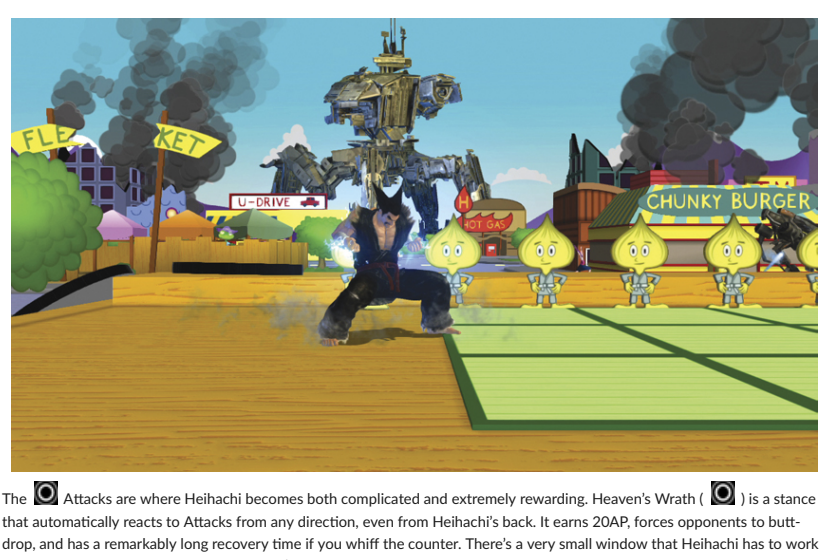
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Heaven's Wrath	○	20	Counter hit strikes 360 degrees	Butt-drop	—	Long recovery on whiff
-	Demon's Breath	○ □ (fast)	30	Input □ immediately after ○	Eject spiral	—	—
2	Wave Dash	→ ○	—	Invincible during forward motion	—	□ △ → ○	Cancels into itself
-	Wind God Fist	→ ○ , □	20	—	Lift	—	—
-	Electric Wind God Fist	→ (fast) □	20	Input □ immediately after → ○ ; 30AP of super armor	Lift	→ ○	Cancels into itself
-	Spinning Demon	→ ○ , △	5, 5, 10	△ input can be repeated up to three times	Sweep (third hit)	△ □	—
-	Tsunami Kick	(during Spinning Demon) ↓ △	10, 10	—	KD	—	Can also be performed by pressing △ four times during Spinning Demon
-	Spinning Demon Uppercut	(during Spinning Demon) □	20	Press □ after any △ input	Eject tornado	—	Cannot move until grounded
3	Bowling Pin Toss	↑ ○	10	—	—	—	Chance to produce beach ball
4	Raijin	↓ ○ (hold)	—	Full charge triples AP gained from next hit	—	—	Three-second charge time
-	Pulverizer	(during Raijin Stance) □	20	Dashes forward	Crumple	—	—









The ○ Attacks are where Heihachi becomes both complicated and extremely rewarding. Heaven's Wrath (○) is a stance that automatically reacts to Attacks from any direction, even from Heihachi's back. It earns 20AP, forces opponents to butt-drop, and has a remarkably long recovery time if you whiff the counter. There's a very small window that Heihachi has to work with here, and if you try to perform Heaven's Wrath too early or too late, Heihachi will take the hit instead of countering it.

In addition, Heihachi can branch off from Heaven's Wrath and perform Demon's Breath (○ , □). This move requires extremely fast timing to pull off, as □ must be pressed almost as soon as you press ○ . Properly timed, this move slams foes into an eject spiral. Once you have the timing down, whip out Demon's Breath during your Combos to earn some fast AP and get some space.

Heihachi's Wave Dash (→ ○) is not an offensive maneuver, but it can transition into several other Attacks and moves. You can cancel this forward dash into another Wave Dash as often as you like. Simply input → ○ again, before the original animation has ended, and Heihachi will dash twice in the same direction. Keep pressing → ○ to keep dashing. This is a fantastic way to move around the level, as Heihachi can cancel the Wave Dash into an attack at a moment's notice.

Of course, the Attacks are the most important part of Heihachi's gameplan. The first branching Attacks from a Wave Dash are the Wind God Fist (→ ○ , □) and Electric Wind God Fist (→ ○ x □). The two Attacks function similarly, and both lift the enemy at the end of the attack, leaving Heihachi time to begin a grounded combo. Creating air combos after jumping toward a lifted opponent is tougher, thanks to the timing, but it's still possible. However, the most reliable way to follow up a Wind God Fist is with a grounded attack like Jichinsai (↓ △) or Hell Axle 1 (→ △).

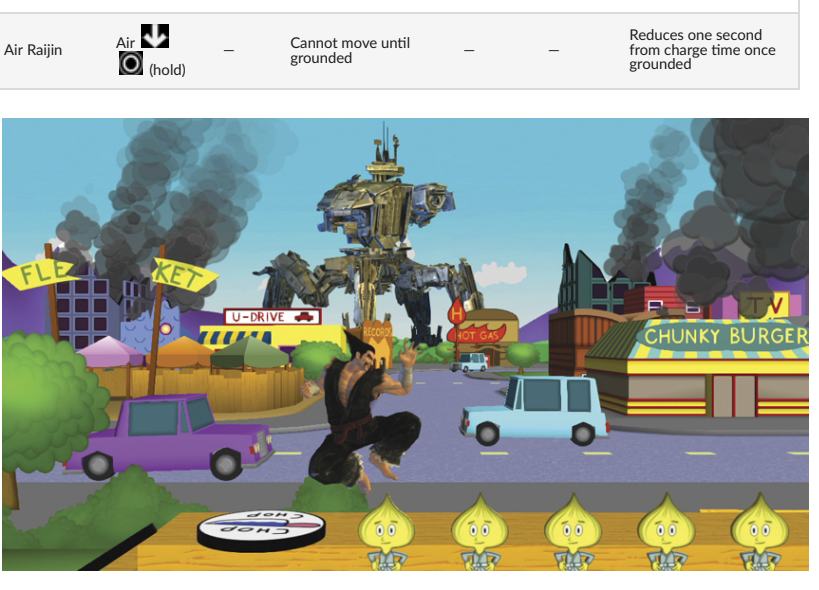
Spinning Demon (→ ○ , △ , △ , △) is another move that branches off a Wave Dash. Heihachi performs three spinning kicks that end with a sweep. Press D again after the third kick to perform a Tsunami Kick, which knocks the enemy down. You can also press ↓ △ at any point during a Spinning Demon to transition into a Tsunami Kick immediately. Press □ after beginning a Spinning Demon to perform a Spinning Demon Uppercut. Visually similar to Demon Uppercut 1 (↑ □), Spinning Demon Uppercut pushes foes into an eject tornado upon completion, making it a fantastic move for playing keep-away.

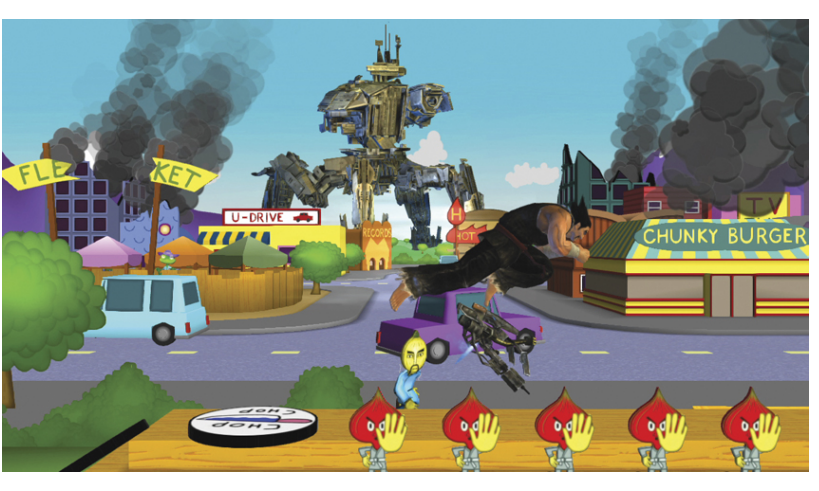
Heihachi's Bowling Pin Toss (↑ ○) seems like a great anti-air, but it has a hidden function, too. There's a chance that Heihachi will pitch a beach ball instead of a bowling pin when performing Bowling Pin Toss. The beach ball doesn't go away after hitting an enemy. The beach ball absorbs AP every time you hit it, and the character that hit the ball last cannot be harmed by the ball. If you manage to hit the ball several times in a row, causing the ball to glow, you can earn a huge AP bonus when the ball strikes an opponent.

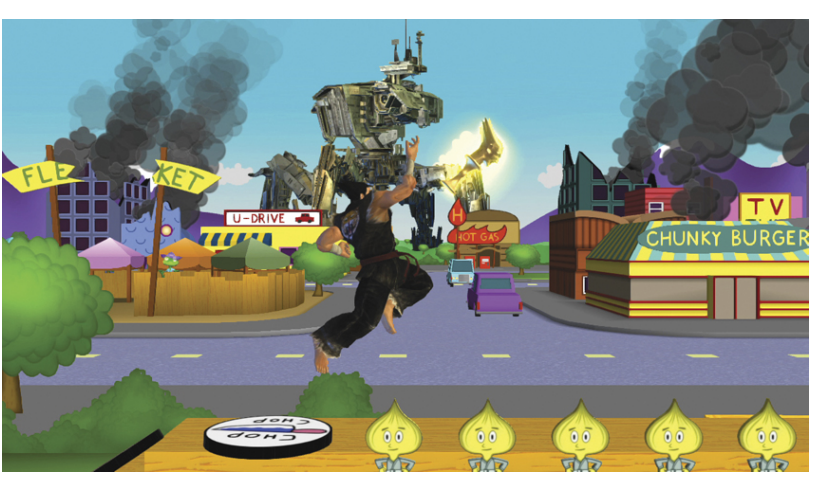
Use the Raijin (↓ ○) carefully. Pulverizer (↓ ○ , □) is a great move and combo opener, since it makes characters crumple on hit. It comes out fairly fast, as well, so use it liberally. Raijin can bless Heihachi with triple AP on the next hit, but it takes quite some time for that effect to take hold. Charge ↓ for three full seconds until Heihachi's hands glow red to earn triple AP.

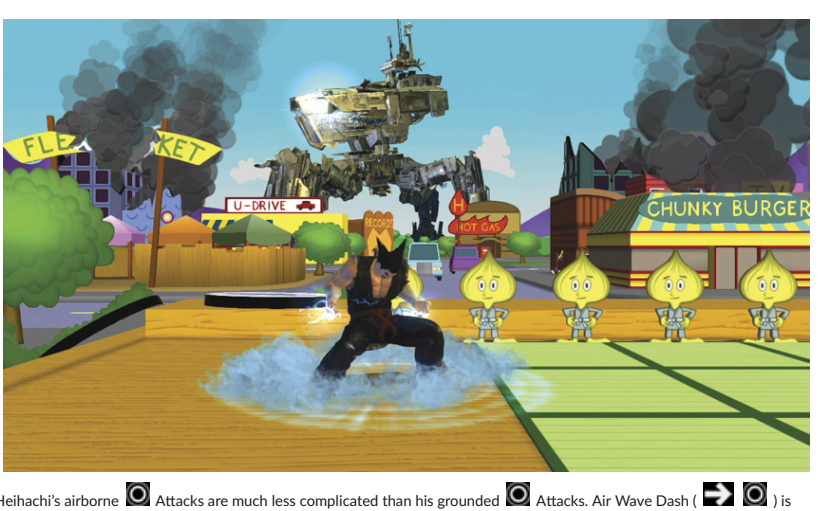
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Heaven's Wrath	Air ○	20	Active until grounded or hit	Butt-drop	—	—
2	Air Wave Dash	Air → ○	—	May only be performed once in air	—	Any attack	Repeat input results in Air Heaven's Wrath
3	Air Bowling Pin Toss	Air ↑ ○	10	More shallow throw arc than ground version	—	—	Chance to produce beach ball
4	Air Raijin	Air ↓ ○ (hold)	—	Cannot move until grounded	—	—	Reduces one second from charge time once grounded









Heihachi's airborne ○ Attacks are much less complicated than his grounded ○ Attacks. Air Wave Dash (→ ○) is simply an air dash. Use Air Wave Dash to move Heihachi in close before utilizing an Air Hell Axle 2 (→ △ , △) or Air Iron Hand (→ □). Air Wave Dash is an important mobility move, and it can be used to either approach or retreat from an enemy very quickly. If you expect trouble from an adversary, use this to keep your distance.

The Air Bowling Pin Toss (↑ ○) is almost identical to the grounded version, but Heihachi now THROWS the bowling pin at a shallower angle than he does on the ground. This changes how the pin travels, a difference that definitely needs to be adjusted for when constructing your gameplan and combos. When an enemy double jumps in on Heihachi, hopping and performing Air Bowling Pin Toss should serve to deter them.

Air Heaven's Wrath (○) is an aerial stance that allows Heihachi to automatically counterattack when struck. When playing an adversary, pay attention to when they begin attacking after jumping. Do they attack at the peak of their jump? On the way down? Do they tend to do multiple Attacks in a single jump? Once you've figured that out, use Air Heaven's Wrath to counter their Attacks as soon as they jump in and stop them cold.

It may seem strange, but using Raijin (↓ ○) in mid-air is actually a good idea, assuming you have the benefit of safety or distance keeping Heihachi away from opponents. Using Raijin in the air reduces the charge time of the attack by a full second, saving you valuable time and leaving Heihachi with a little less at risk than he would have on the ground.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: → □ , □ , □ , □

60AP

Heihachi's bread and butter begins with an Iron Hand (→ □) before transitioning into a Flash Punch Combo 3 (□ , □ , □). This combo depends on the enemy butt-dropping after being struck by the Iron Hand. As soon as the adversary falls, begin inputting the Flash Punch Combo 3. After the foe eject rolls away, Wave Dash (→ □) in to press the attack.

II. Against grounded foe: → △ , △ , ↓ △

60AP

This is another easy combo with a high reward. Jichinsai (↓ △) hits twice on an airborne opponent, and Hell Axle 2 (→ △ , △) is the perfect lead-in to that attack. This combo is fairly safe to use in terms of possible reprisals. Make sure to stop the attack if Hell Axle 1 (→ △) misses. Try to catch foes by surprise with this combo, particularly when they're busy battling another character. It comes out quickly enough that you can interrupt someone else's battle, earn 60AP, and then quickly Wave Dash (← ○ / → ○) to safety.

III. Against a grounded foe: ↓ ○ (full charge), → □ , → ○ , △ , △ , △

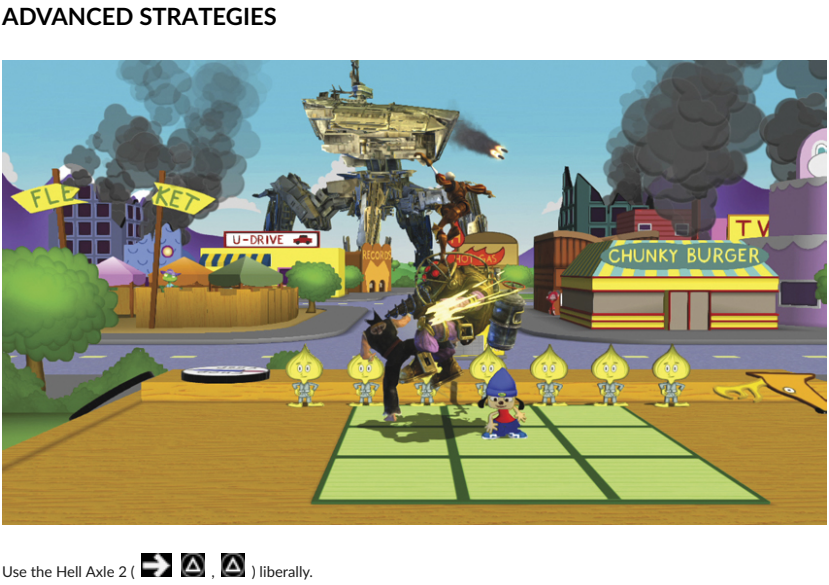
100AP

You need three seconds of freedom to setup this combo, but it's intensely rewarding. Even if one or two hits whiff, Heihachi is still earning massive AP for his trouble. Begin by fully charging Raijin (↓ ○ for three seconds) and then performing an Iron Hand (→ □). Immediately input → ○ , △ to begin the Spinning Demon, and continue pressing △ until the Tsunami Kick comes out. Properly performed, you get 100AP for this combo. If you manage to catch more than one character with any step of this combo, the AP gain increases accordingly.

COMBO APPENDIX

Combo	_+AP	Notes
↓ ○ (full charge), → □ , △	90AP	This short combo earns 90AP on a full charge.
↓ ○ , □ , → □ , □ , □ , □	80AP	Don't charge ↓ ○ for this combo.
→ □ , ○ x □	50AP	Practice to make sure you can hit the timing for the ○ x □ every time.

ADVANCED STRATEGIES



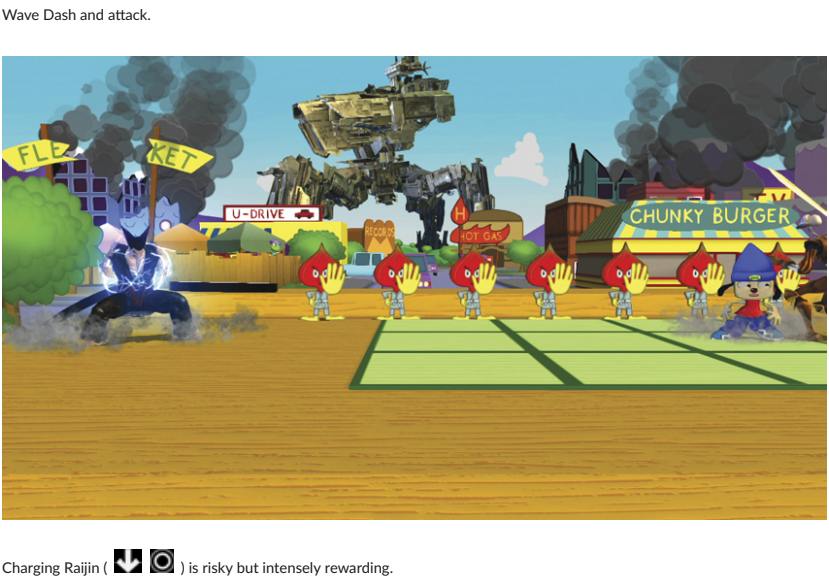
Use the Hell Axle 2 (→ △ , △) liberally.

Heihachi is a born warrior. He has combos that earn an astronomical amount of AP for only a little extra effort, his standard Attacks are extremely versatile, he has several avenues for mind games, and introducing a beach ball into a fight always serves to disrupt every character on the screen as they seek to take advantage of the ball's AP-earning properties.

He's a very well-rounded fighter, perhaps due to his origins as a fighting game character. Heihachi can attack, counter, and evade with ease. A centerpiece of your strategy should be utilizing Heaven's Wrath (○) and Air Heaven's Wrath (○ in mid-air) to counter your opponent's Attacks. An enemy that has been countered is an enemy that isn't currently earning AP. This keeps them from earning Super Meter while maximizing your own Super Meter gain, putting them even further behind you. When your opponent gets too close, use Demon's Breath (○ x □) to knock them away.

Use the Wave Dash (→ ○) to quickly traverse the level and setup your Combos. Heihachi isn't the fastest character in the game, which makes the burst of speed that powers his Wave Dash something that can easily surprise other characters. Tease your opponents by dancing in and out of medium-close range, and then when they whiff an attack, go at them hard with a Wave Dash into a launcher.

Launching enemies is one of the most important tactics in Heihachi's home game, Tekken, as well. Launching foes gives you a chance to juggle them, and juggles are where the AP gain really takes off. Heihachi's Flash Punch 3 (□ , □ , □) is a great go-to juggle, as are the Hell Axle 2 (→ △ , △) kicks. If you're very fast, you can even juggle an adversary using a Wave Dash and attack.



Charging Raijin (↓ ○) is risky but intensely rewarding.

The general rule to follow when playing Heihachi is that if a move looks like it should connect during a combo but didn't the last time you tried, try to input the move a little faster next time. Heihachi requires expert timing for his most damaging Combos, and while that takes time to learn, once you get it down, you'll find yourself completely controlling a match and demolishing your enemies.

Your goal should be to build up to the 400AP required for his Level 2 Super attack. Heihachi can do this quickly, particularly if you fully charge Raijin (↓ ○) to triple the AP of the very next hit you land. Once you earn enough AP to activate that Super attack, do so immediately, and then return to AP earning while Kuma battles your enemies.

Heihachi is at his best in one-on-one situations, especially when trying to charge Raijin, but he has a few tools to ease the difficulty of being outnumbered. Heaven's Wrath is a 360° counter, so it can strike back at any character that hits him from any direction, even behind. Wave Dash to escape from trouble, and use the Air Hammer Punch (↓ □) to keep your enemies on the ground. You can play Heihachi very aggressively, if you so desire, and earn AP at a positively astronomical rate.

Characters

Nariko

All-star overview

Nariko is a fast, melee-focused character that has a vast array of Attacks that can cause several disadvantageous hit states or catch multiple foes. Combined with quick recovery times, excellent air mobility, and a unique Key Pose mechanic, Nariko has a way to deal with nearly every playing style in the game. However, many of her moves have long start-up or active periods that either make it easy for enemies to knock her out of an attack or leave her exposed while she's committed to an attack animation. A deep knowledge of her combat options and a fundamental understanding of hit states are necessities for any top Nariko players. Your main goal with Nariko is to take advantage of hit states along with the use of ⬇ □ and ⬇ △ to start big combos, building up the 150AP needed for her Level 1 Super, Twing Twang, or the 750AP needed to activate The Goddess.

WHY DO YOU WANT TO TAKE ADVANTAGE OF HIT STATES, ⬇ □, AND ⬇ △ FOR A LEVEL 1 OR LEVEL 3 SUPER?

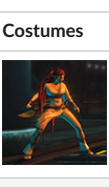
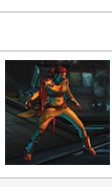
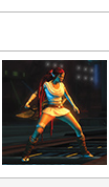
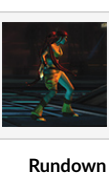
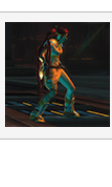
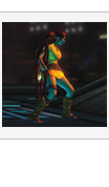
- Many of Nariko's □ Attacks do not combo into one another or their Key Pose moves. ⬇ □ and ⬇ △ let you set up big combos without relying on Key Poses too much.
- Many of Nariko's moves cause special hit states like butt-drop or shock, enabling her to continue Combos with un-cancelable moves.
- Twing Twang can score multi-kills easily while keeping Nariko at a safe distance.
- The Goddess lasts for 15 seconds and has one of the highest multi-kill potentials of any Super in the game.

HOW DO YOU BUILD UP THE AP NEEDED FOR A LEVEL 1 OR LEVEL 3 SUPER QUICKLY?

- Use ⬇ □ to set up Nariko's 90AP BnB combo.
- Use the cancel options available in Key Poses to constantly stay on the move.
- Stay mobile using jump cancels and (air) ⬆ △ to maintain an advantageous position.
- Catch multiple enemies with Nariko's incredible range.

Much like with her fellow Ninja Theory rival, getting good with Nariko is going to take some practice. Being able to judge what type of cancel to use during Key Poses at any given moment is something that can only be learned through match experience, but with this guide, you should be able to get started on that path quickly.

AT A GLANCE

Costumes		
		
		

Rundown

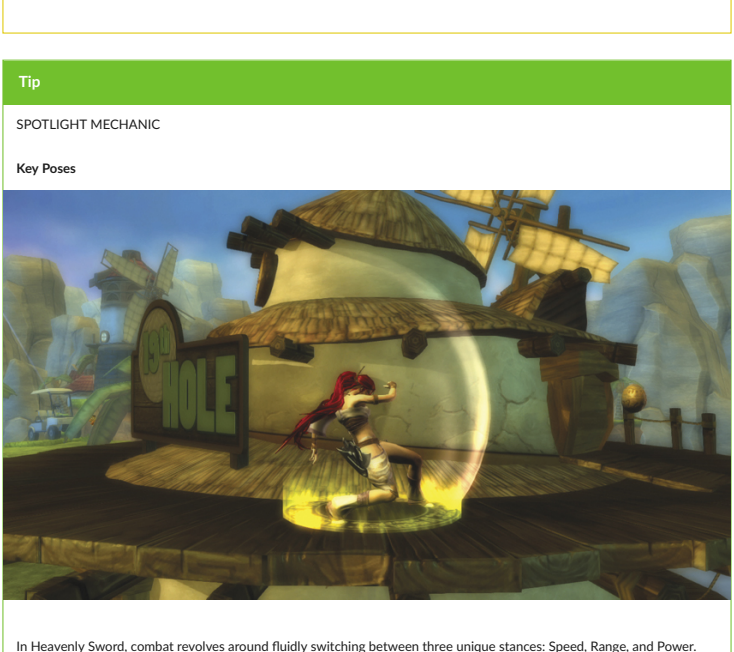
- Name: Nariko
- Series: Heavenly Sword
- Character Archetype: Close-range Melee
- AP Meter Level 1/2/3 Values: 150/350/750
- Rival Character: Dante
- Best Matchups: Dante, Sackboy
- Worst Matchups: PaRappa, Kratos, Raiden
- Best Level: Black Rock Stadium, Dreamscape
- Worst Level: Dojo, Franzea
- Priority Pickups: Freeze Missile, Sonic Rift

Nariko's birth was meant to serve as the arrival of the savior of her clan, the one who would wield the legendary Heavenly Sword, a fate originally foretold of a male. Despite her people's rejection, her father raised her to be a headstrong and fearless fighter. Joined with the legendary blade, she finds her skills, and her enemies' peril, amplified to heights undreamed of.

Tip

SPOTLIGHT MECHANIC

Key Poses



In Heavenly Sword, combat revolves around fluidly switching between three unique stances: Speed, Range, and Power. Each stance varies in terms of range and damage, and each stance has its own set of ATTACKS. In her PlayStation All-Stars incarnation, Nariko retains this ability through a unique mechanic called Key Poses. Each □ attack input has a Key Pose at the end of its attack string, represented by a yellow circle under her feet. While this circle is active, you have several options:

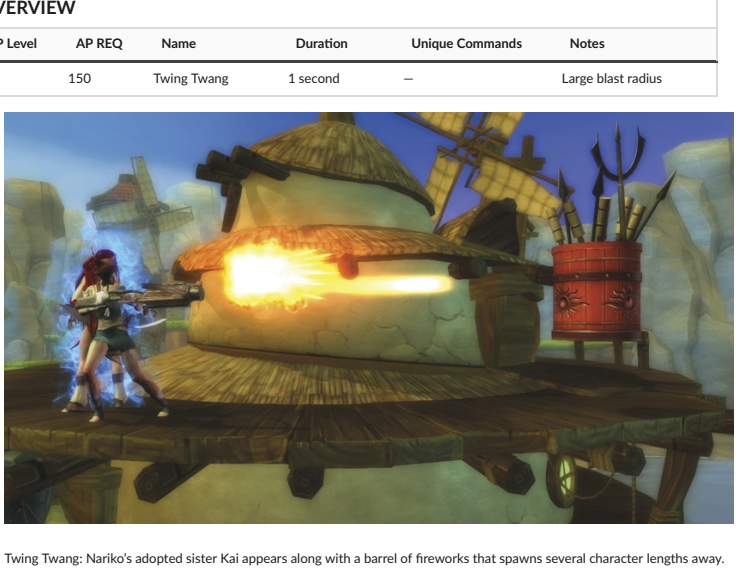
- Continue the current attack string for a series of unique moves.
- Begin a different □ attack string.
- Cancel to a dodge roll, jump, Counter (△), or From Father (○).

Mastering Nariko's Key Pose options is essential to her survival, especially when dealing with multiple foes at once. More in-depth information can be found in the Advanced Strategies section.

SUPER ATTACKS

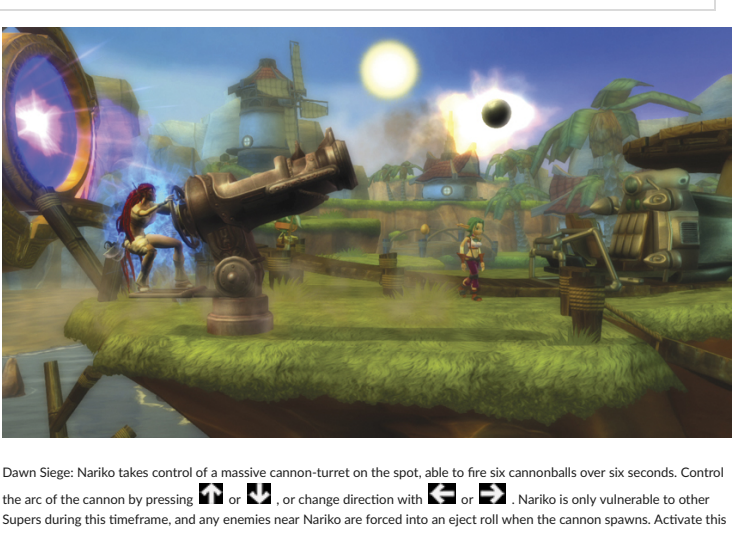
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Twing Twang	1 second	—	Large blast radius



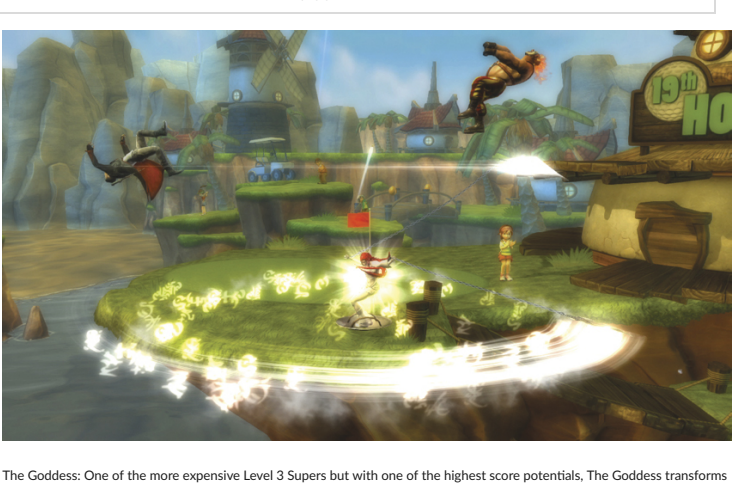
Twing Twang: Nariko's adopted sister Kai appears along with a barrel of fireworks that spawns several character lengths away. After roughly one second, Kai fires her crossbow at the barrel, creating a shower of fireworks that kills an opponent caught in the blast. At 150AP, this is the Super you should rely on the most to amp up your score. Nariko can stay at a safe distance and easily catch multiple enemies occupied with fighting one another with its impressive blast radius. If the fireworks barrel spawns off the edge of a platform, it falls a short distance before exploding. Watch out for ranged Attacks and nearby opponents when using Twing Twang, since a single hit causes Kai to disappear and ends the Super.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	350	Dawn Siege	6 seconds	left stick: Aim; Any button: fire	Cannon disappears after six shots fired or time limit reached; enemies near cannon spawn point forced into eject roll



Dawn Siege: Nariko takes control of a massive cannon-turret on the spot, able to fire six cannonballs over six seconds. Control the arc of the cannon by pressing ⬆ or ⬇, or change direction with ⬅ or ➡. Nariko is only vulnerable to other Supers during this timeframe, and any enemies near Nariko are forced into an eject roll when the cannon spawns. Activate this Super at a high vantage point with Nariko's back against the wall to maximize range and minimize wasting time by turning the cannon. This Super has two major weaknesses in that adversaries above or below are safe from attack and that its stationary nature leaves Nariko open to counter-Supers.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	The Goddess	15 seconds	□: Stolen Kiss; △: Whirling Passion; ○: Adoring Traveler	Can use ⬅ or ➡ to slightly direct Stolen Kiss after grabbing enemy



The Goddess: One of the more expensive Level 3 Supers but with one of the highest score potentials, The Goddess transforms Nariko into a white-clad harbinger of death for 15 seconds. Each attack button produces a unique attack: □ activates Stolen Kiss, grabbing a nearby enemy that Nariko rides to the ground, killing her victim and anyone near the impact point. Whirling Passion (△) sends the Heavenly Sword forward, grabbing the first challenger it touches and whirling them to their death and taking any foes in their path along with them. Adoring Traveler (○) sees Nariko spinning her blades with incredible reach. The Goddess' long duration and multiple Attacks that can catch several adversaries at once ensure that you can enjoy this ultimate power through several spawn cycles.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Moment's Angel	Right stick ⬆	15%	Unblockable; 30AP of super armor; two hits	Full launch; eject tornado	Leaves Nariko airborne

Moment's Angel: Nariko's upward throw begins with an upward slice with her blades, launching the opponent and automatically following their ascent to deliver a kick that causes an eject tornado reaction. This throw leaves Nariko in the air, giving you the option of chasing your foe with (air) ⬆ △, or heading back to ground level to dish out some more punishment. Make use of this throw to make a daring aerial escape when opponents threaten to surround Nariko on all sides.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Possession	Right stick ⬅ or ➡	15%	Unblockable; 30AP of super armor	Eject spiral	—

Possession: Nariko flings her opponent over her head, causing an eject spiral reaction. The recovery time on this throw is fairly long, making it impractical to use when other foes are nearby. Steer clear of using this throw often, as Moment's Angel creates almost the same hit effect and leaves Nariko with better positioning to begin a new attack.

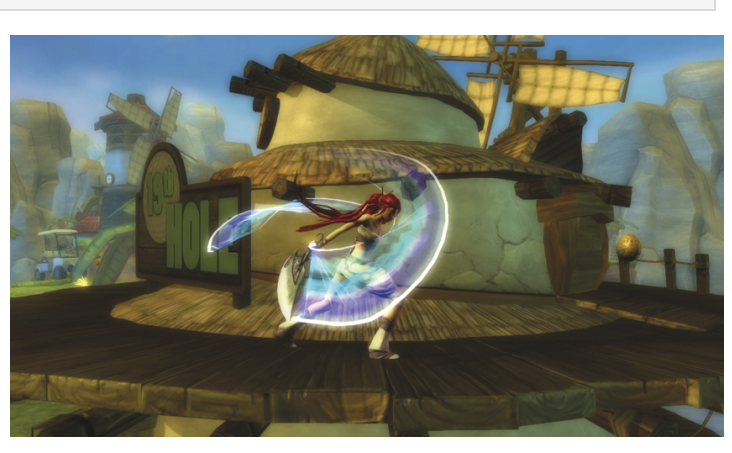
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Devil's Heel	Right stick ⬇	15%	Unblockable; 30AP of super armor	KD	Can act immediately once grounded

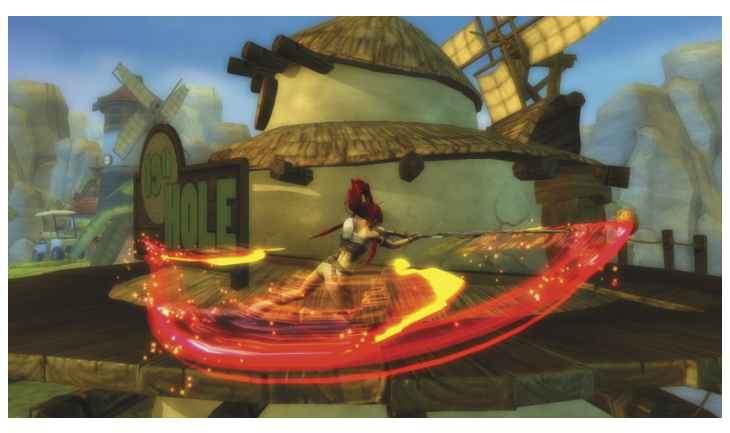
Devil's Heel: This downward throw drives Nariko's sword into the ground so she can use the leverage for a double kick that results in a knockdown. Nariko is free to act the moment her feet touch the ground soon after the throw, enabling you to swiftly counter incoming Attacks or to switch your focus to another enemy.

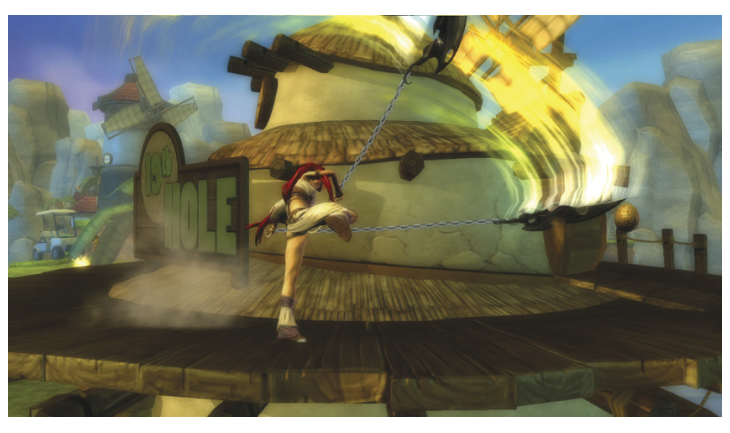
□ : SQUARE ATTACKS

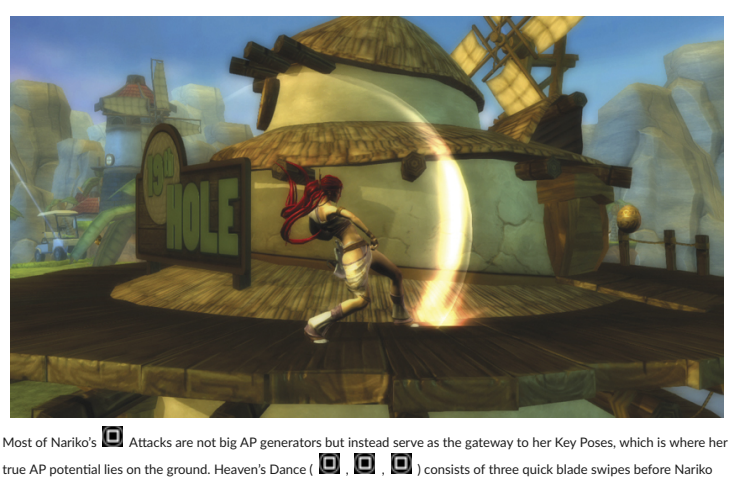
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Heaven's Dance 1	□	5, 5	—	—	□	—
-	Heaven's Dance 2	□, □	5	—	—	□	—
-	Heaven's Dance 3	□, □, □	5	Key Pose	—	Key Pose	Three more attacks from Key Pose
2	Devil's Paradise 1	➡ □	10	—	Butt-drop; lift (aerial foe)	□	—
-	Devil's Paradise 2	➡ □, □	5–15	Key Pose	—	Key Pose	Can strike enemy behind Nariko; two more attacks from Key Pose
3	Rising Divinity 1	⬆ □	5, 5	—	—	□	—
-	Rising Divinity 2	⬆ □, □	20	Key Pose	Lift	Key Pose	Two more attacks from Key Pose
4	Angel's Judgment	⬇ □	20	Key Pose	Bounce; KD (aerial foe)	Key Pose	Two more attacks from Key Pose









Most of Nariko's □ Attacks are not big AP generators but instead serve as the gateway to her Key Poses, which is where her true AP potential lies on the ground. Heaven's Dance (□, □, □) consists of three quick blade swipes before Nariko enters a Key Pose. None of the Attacks leaves your opponent in a vulnerable state, so be prepared to have Nariko dodge roll, jump, or Counter (△) if the enemy tries to counterattack.

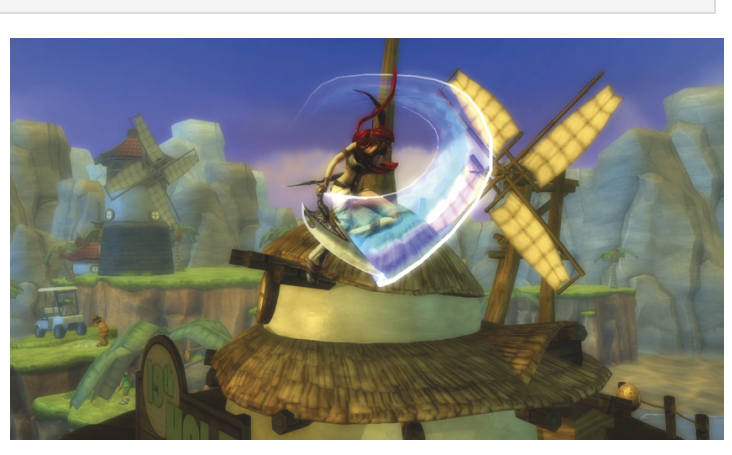
Devil's Paradise (➡ □) is a slow yet powerful swipe of Nariko's blade that places the enemy in a butt-drop state, followed by a two-hit circular swing that ends in a Key Pose. Like with Heaven's Dance, your primary opponent can attack or block before the next move connects, making your defensive options the only viable means of staying safe.

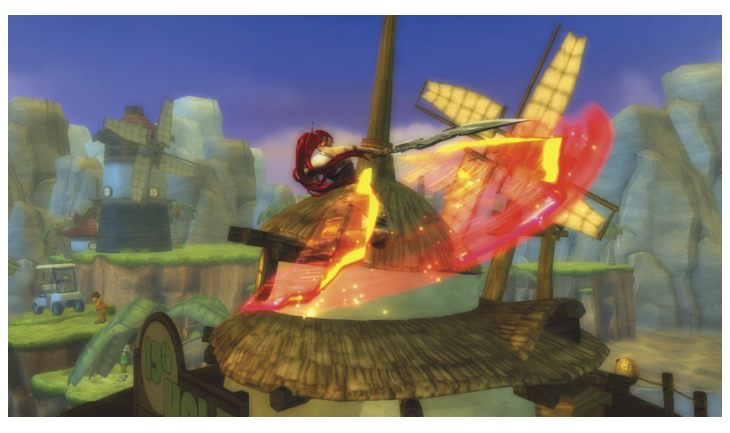
Rising Divinity (⬆ □) actually has some combo potential since the second attack input causes a lift reaction and Key Pose; immediately jump cancel and press □ to catch the foe in a Heavenly Depart combo for a cool 70AP.

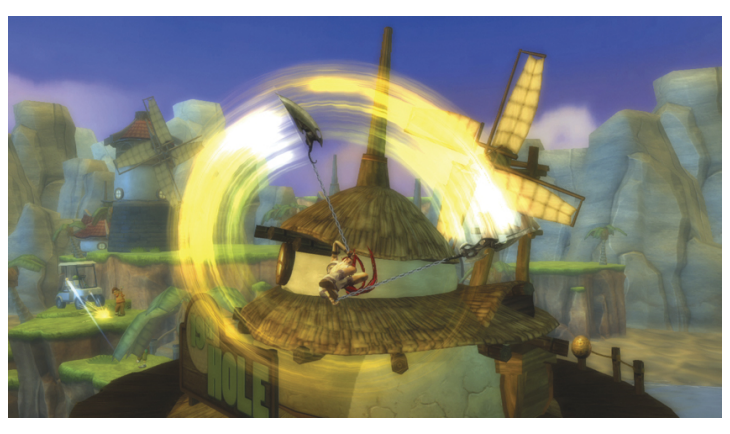
Angel's Judgment (⬇ □) is Nariko's only consistent big combo starter, causing a bounce reaction on hit and entering a Key Pose with a single input. Cancel into From Father (○) during the Key Pose as your opponent descends to place them in a shock reaction and continue with the combo of your choice.

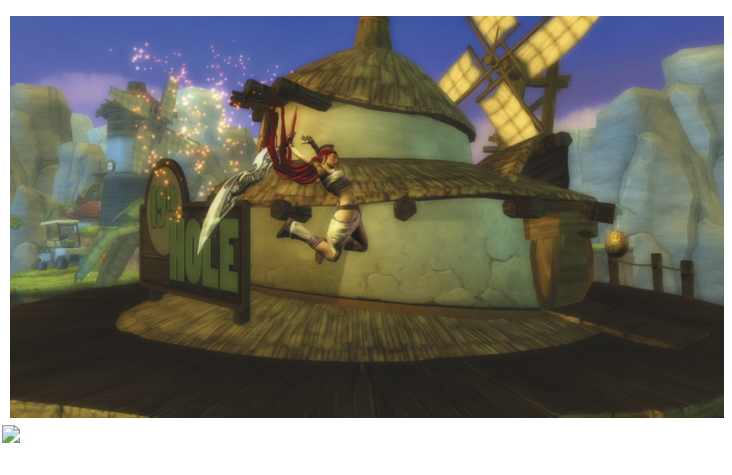
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Heavenly Depart 1	Air □	500%	—	—	□ ⬆ □	—
-	Heavenly Depart 2	Air □, □	5	—	—	□ ⬆ □	—
-	Heavenly Depart 3	Air □, □, □	30	—	Eject tornado; eject roll (grounded foe)	—	Very short recovery
2	Devil's Grin	Air ➡ □	30	—	Eject tornado	—	Long recovery
3	Unfurled Sky	Air ⬆ □	5–15	Hits 360 degrees around Nariko	Lift	—	Long recover
4	Devil's Descent	Air ⬇ □	20	—	Bounce	—	Attack active once grounded









Nariko's air □ ATTACKS consist of two fast ATTACKS and two slow heavy-hitting ATTACKS with varying purposes. Heavenly Depart is a three □ input combo that ends with your opponent in an eject tornado state. Its start-up time is extremely fast, making it a go-to combo option after jump canceling out of a Key Pose. The first two hits can be canceled into Unfurled Sky, which is a great option if your first attack misses because your opponent was slightly out of Heavenly Depart's short reach. The final hit of Heavenly Depart recovers very quickly, and you can easily keep the air action rolling with ⬆ △ once the combo is complete.

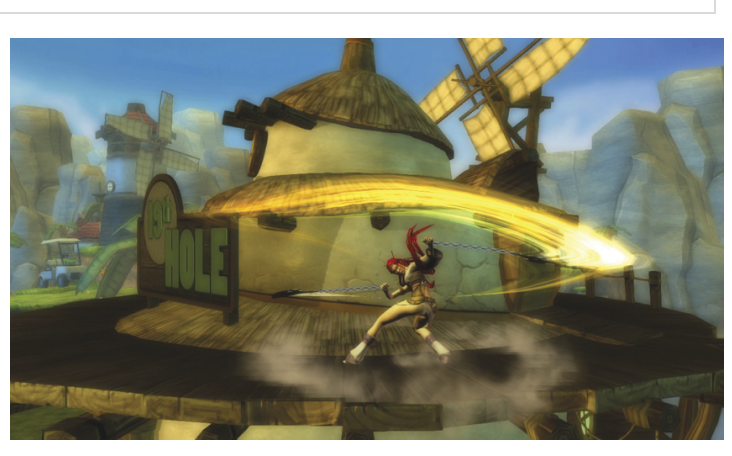
Devil's Grin (➡ □) is a single horizontal swipe with a very long start-up period but packs a heck of a punch, generating 30AP and sending your foe to the other side of the stage in an eject tornado state. The sword's reach is incredibly long, too, which makes it useful for catching enemies out of Heavenly Depart range. Unfortunately, its long recovery period means Nariko must touch the ground before she can attack again.

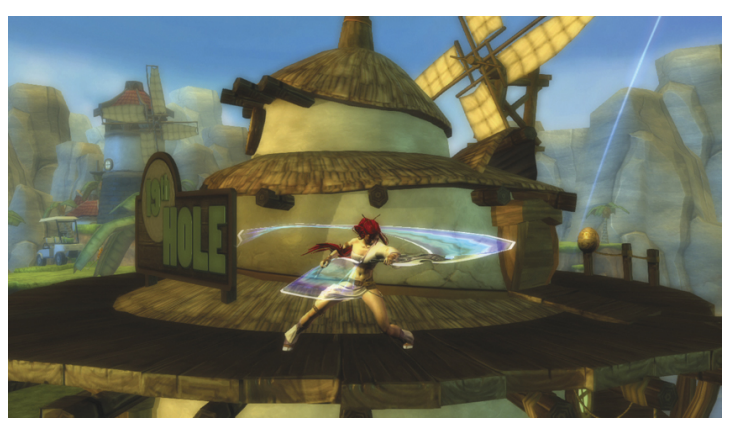
Unfurled Sky (⬆ □) turns Nariko into a spinning circle of bladed terror. This move has a fast start-up, hits all around Nariko, and lifts opponents with each successive hit. Try performing this attack close to the ground to launch several enemies at once, then immediately have Nariko jump once grounded to begin a new air combo.

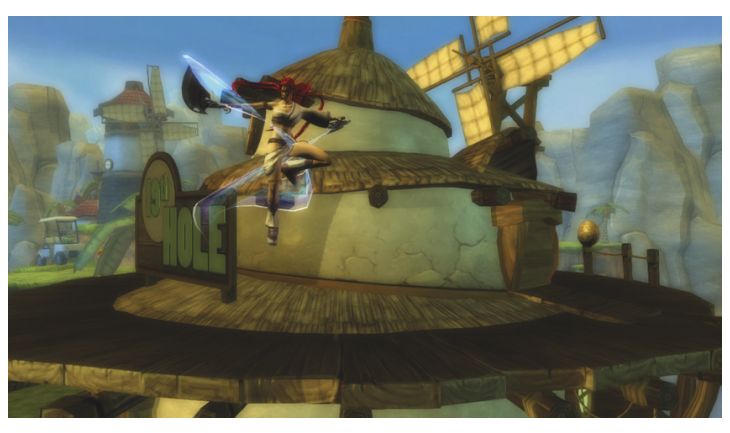
Rounding out Nariko's air □ attack set is Devil's Descent (⬇ □), in which Nariko slams her blade straight into the ground to cause a bounce reaction on hit. Follow this up with For Father or Aerial Moment (⬆ △) to create bigger combos. Unlike some Attacks that halt their start-up near the ground, Devil's Descent is guaranteed to become active no matter the height of input, and Nariko retains any forward momentum she had when start-up begins.

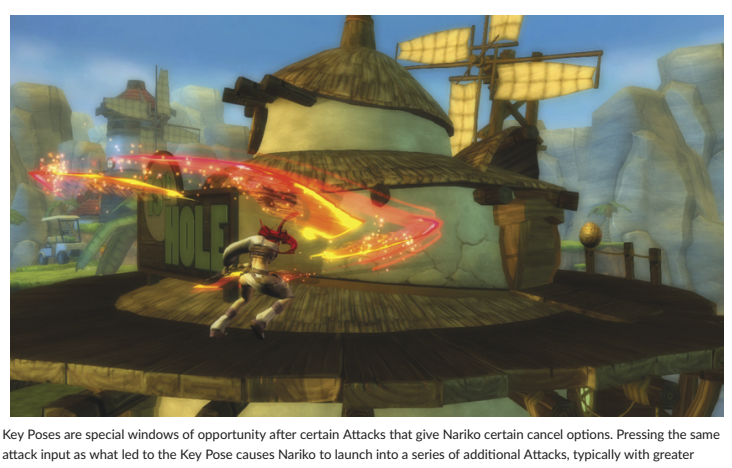
KEY POSE ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	□ Key Pose 1	□	5, 5	—	—	□	Occurs after Heaven's Dance 3
-	□ Key Pose 2	□, □	5, 5	—	—	□	—
-	□ Key Pose 3	□, □, □	5, 10, 20	—	Kneel (second and third hits), KD (final hit)	Any action	Extremely short recovery
2	➡ □ Key Pose 1	➡ □	10	—	Crumple	□	Occurs after Devil's Paradise 2
-	➡ □ Key Pose 2	➡ □, □	10, 5, 10	Aerial attack	Lift	—	Cannot act until grounded
3	⬆ □ Key Pose 1	⬆ □	5, 10	Aerial attack	Lift	□	Occurs after Rising Divinity 2; cannot act until grounded
-	⬆ □ Key Pose 2	⬆ □, □	10, 10, 10	Aerial attack	Full launch	Any attack	—
4	⬇ □ Key Pose 1	⬇ □	10	—	Kneel; lift (aerial foe)	□	Attack occurs after Angel's Judgment
-	⬇ □ Key Pose 2	⬇ □, □	5, 15	—	KD (second hit)	—	—









Key Poses are special windows of opportunity after certain Attacks that give Nariko certain cancel options. Pressing the same attack input as what led to the Key Pose causes Nariko to launch into a series of additional Attacks, typically with greater range, better AP generation, and reduced recovery times. Unfortunately, most of the Key Pose Attacks do not combo from their base Attacks due to long start-up times. □ Key Pose Attacks use Nariko's chain blades in a multi-hit combo that can generate 50AP for landing the full sequence. The recovery time on the final hit is negligible, allowing you to almost immediately start another attack string or counter.

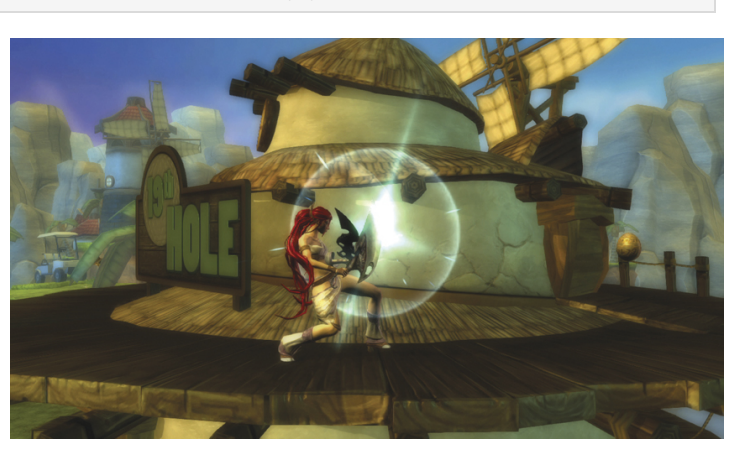
➡ □ Key Pose begins with a single slice, forcing your opponent into a crumple state, followed by a whirling blade attack that causes a lift. Should the full attack series connect, jump immediately once Nariko lands and catch the falling foe with (air) ⬆ □ for some extra AP. The ⬆ □ Key Pose follows a similar strategy: the first hit lifts the enemy, while the follow-up flash kick in the second sends the adversary sky-high with a full launch. If the second attack connects, you should have plenty of time to have Nariko jump and catch them with an air combo.

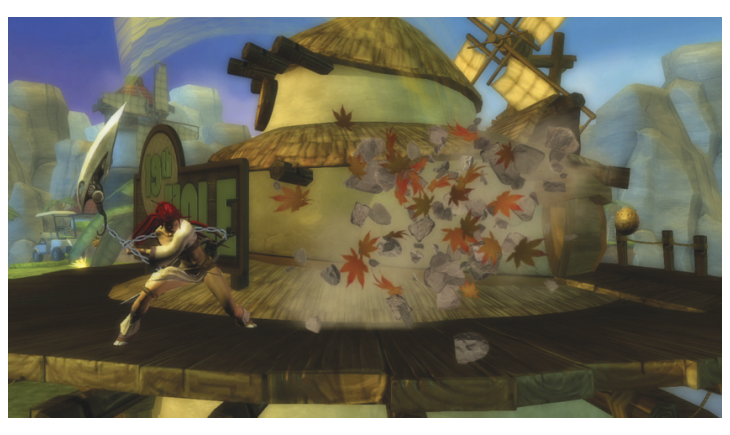
Nariko's ⬇ □ Key Pose Attacks offer the only method of creating a direct combo from Key Frame Attacks. Vulnerable because of the bounce state inflicted by Angel's Judgment, the first hit from this Key Pose attack brings forward a massive swipe of Nariko's blade. The next input uses her sword as leverage for Nariko to slam down on the opposing character, ending the combo in a knockdown and 50AP in your Super Meter. While it's best to connect For Father after Angel's Judgment, ⬇ □ Key Pose has a long range and can catch multiple enemies in its second attack.

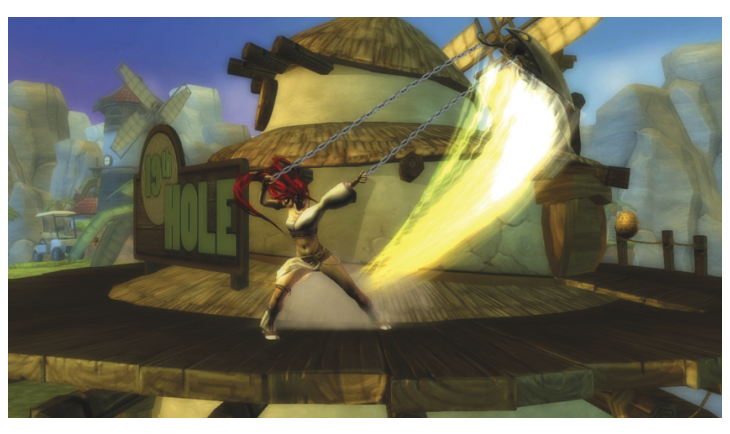
△ : TRIANGLE ATTACKS

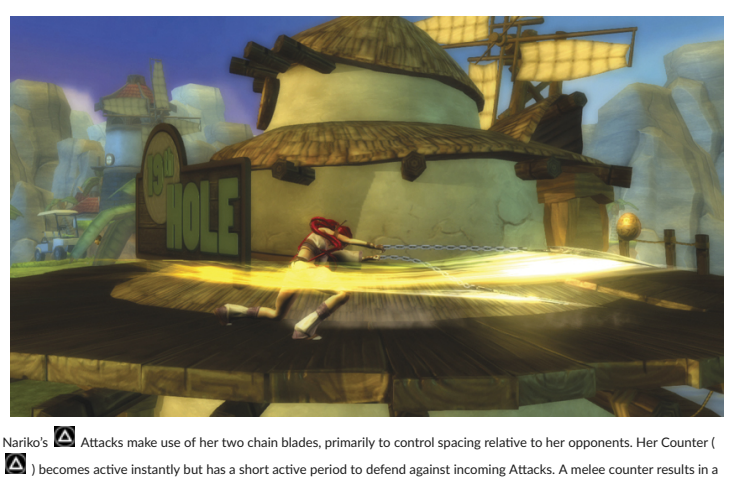
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Counter	△	2000%	Counter; active instantly; reflects projectiles	Butt-drop (melee)	—	Reflected projectile retains its original properties
2	Debris Sweep	➡ △	5, 5	—	Pushes foe away	—	Range extends to end of debris
3	Aerial Moment	⬆ △	20	—	Full launch	✕	—
4	Compassion	⬇ △	20	Pulls enemy toward Nariko	Butt-drop	—	—









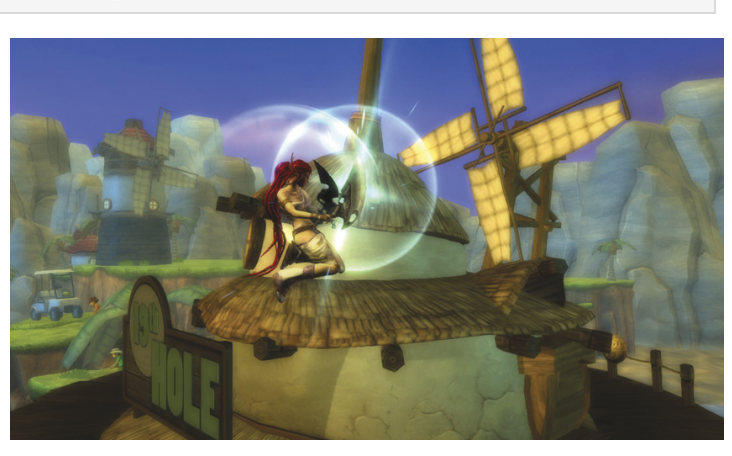
Nariko's △ Attacks make use of her two chain blades, primarily to control spacing relative to her opponents. Her Counter (△) becomes active instantly but has a short active period to defend against incoming Attacks. A melee counter results in a blade attack that puts the opponent in butt-drop, while projectiles are reflected right back to their owner but retain their original properties. This is one of her primary defensive options and a crucial component of avoiding punishment during Key Poses.

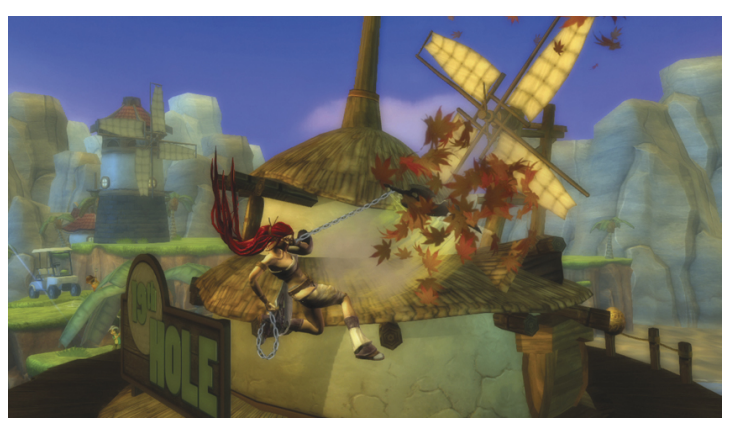
Debris Sweep (➡ □) and Compassion (⬇ □) are used to control the horizontal space between Nariko and an opponent. Debris Sweep creates two dust clouds that force opponents away from Nariko, and the edge of the influence for this attack also happens to be the ideal distance for Nariko's Level 1 Super attack. Compassion brings the enemy to Nariko in a butt-drop state, but its long recovery time makes Heaven's Dance the only viable combo option.

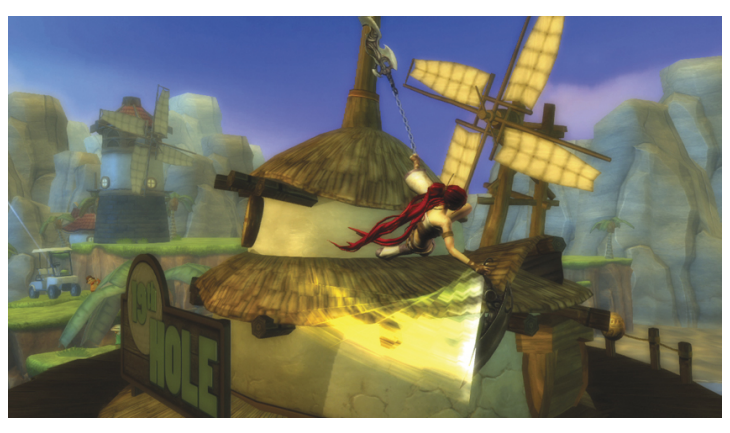
Aerial Moment ⬆ △ serves as Nariko's primary full launch attack. Since Nariko can jump cancel out of this attack, it's not very hard to follow an enemy into the sky to take advantage of their vulnerable position. Its long start-up period makes it difficult to link in ground Combos, but jumping in with ⬇ □ first can earn you some more AP before using Aerial Moment and returning to the skies.

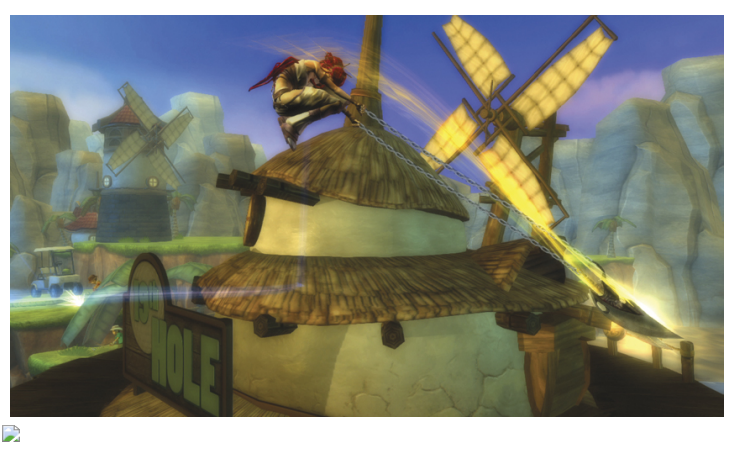
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Counter	Air △	3000%	Counter; active instantly; reflects projectiles	Eject tornado (melee)	—	Reflected projectile retains its original properties
2	Air Debris Sweep	Air ➡ △	5, 5	Attack continues if grounded before completion	Pushes foe away	—	—
3	Heroine Moment	Air ⬆ △	20	Can only perform once until grounded	Lift	—	Attack OK immediately after sword detaches from wall
4	Reunion	Air ⬇ △	0, 20	Pulls enemy toward Nariko; blades extend down at 45-degree angle	Butt-drop (second hit)	—	Attack OK after second hit









With one exception, Nariko's air △ Attacks are copies of their grounded counterparts. The air version of Counter has a shorter active period than the ground version, requiring precise timing to successfully intercept an attack. However, it can be activated right up to the moment her feet touch the ground to create a moment of safety when jumping in on an opponent. Aerial Debris Sweep still serves as a means of pushing adversaries away from Nariko.

If Nariko lands before the attack animation is complete, the attack continues in its grounded form.

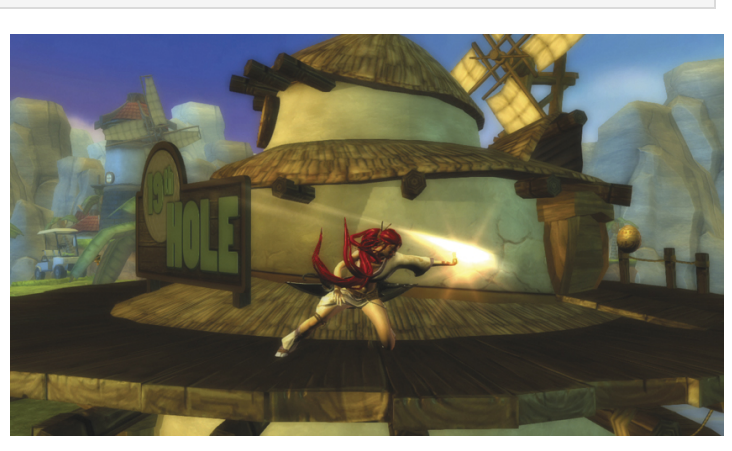
Heroine Moment (⬆ △) is an attack that should be used regularly while in the air, as it's one of her greatest mobility options. Once active, Nariko plants one of her chained blades to the back wall and swings forward while attacking with the other. Heroine Moment is great for catching foes out of reach in the air, or to simply get from one end of the level to the other swiftly.

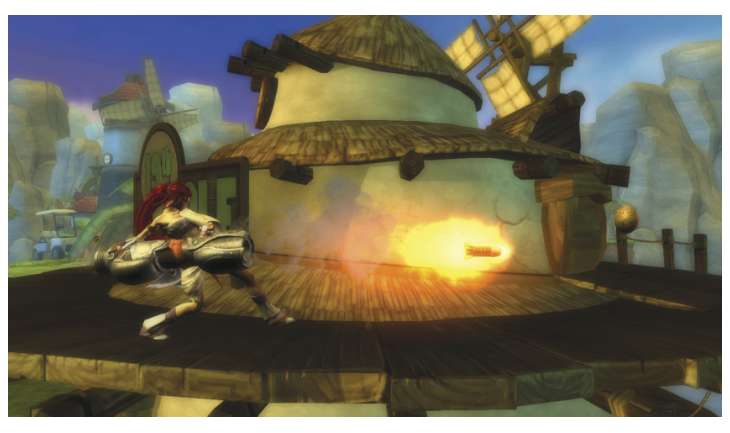
Reunion (⬆ △), much like Compassion, sends her chain blades out in a down-forward direction to pull in the first enemy the blades hit. Nariko then kicks the foe back to earth, forcing them to the ground and ending in a butt-drop reaction. Reunion is mainly a way to get opponents away from Nariko, but it can be a viable combo starter when used close to the ground and near a corner.

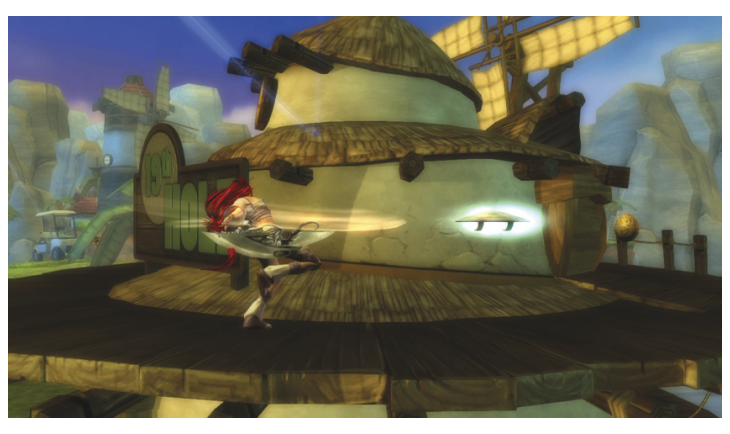
○ : CIRCLE ATTACKS

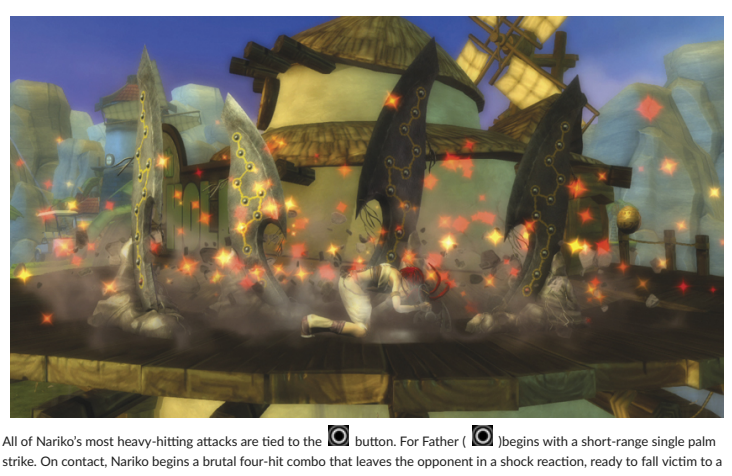
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	From Father	○	2–10	30AP of Super Armor during attack	Shock (final hit)	—	Four-hit attack animation
2	Fire Rocket	➡ ○	20	Use left stick to direct rocket; rocket passes through thin platforms	Lift	—	Cannot act until Nariko tosses launcher; rocket has two-second duration
3	The Basics	⬆ ○	20	Hold ⬆ or ⬇ to direct shield; bounces off solid areas and foes on hit	Butt-drop; lift (aerial foe)	—	Two-second duration; destroyed on block
4	Purgatory	⬇ ○	20	Blades active until retract animation begins	Crumple; eject tornado (aerial foe)	—	1.5 second start-up; some blades do not appear on narrow platforms









All of Nariko's most heavy-hitting attacks are tied to the ○ button. For Father (○)begins with a short-range single palm strike. On contact, Nariko begins a brutal four-hit combo that leaves the opponent in a shock reaction, ready to fall victim to a new combo. The combination attack from For Father is rather long, but Nariko can absorb 31AP worth of hits from other enemies before she's knocked out of the animation. SUPER Attacks are a constant worry while Nariko is stuck in a lengthy attack animation.

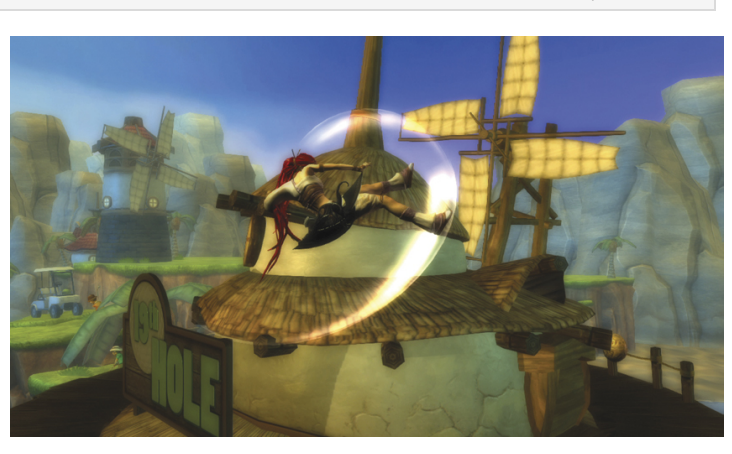
Fire Rocket (➡ ○) shoots a guided missile that you can control with directional inputs. The missile has a two-second lifespan, and Nariko cannot move until the rocket explodes and she discards the launcher. There isn't much benefit from using Fire Rocket when weighed against the amount of time Nariko is locked in place.

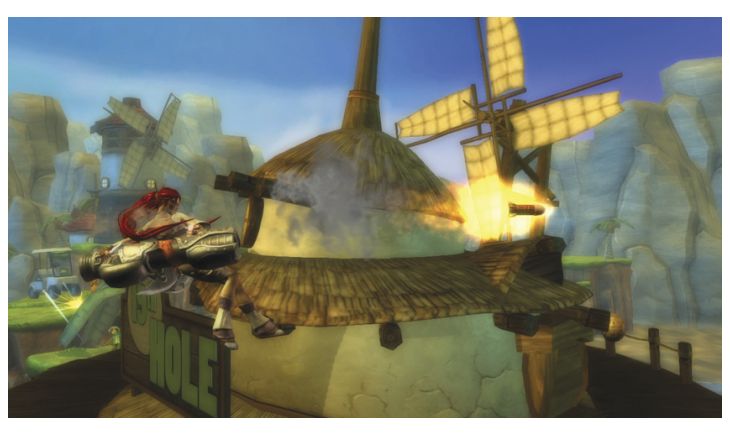
The Basics (⬆ ○) is a much more useful ranged attack. Nariko THROWS her shield, which can ricochet off of walls or other All-Stars. Despite a slow recovery, the fire-and-forget nature of The Basics and its long active period are good reasons to always throw one out when Nariko has a safe moment. You can also control its initial trajectory by holding ⬆ or ⬇ before the shield is released.

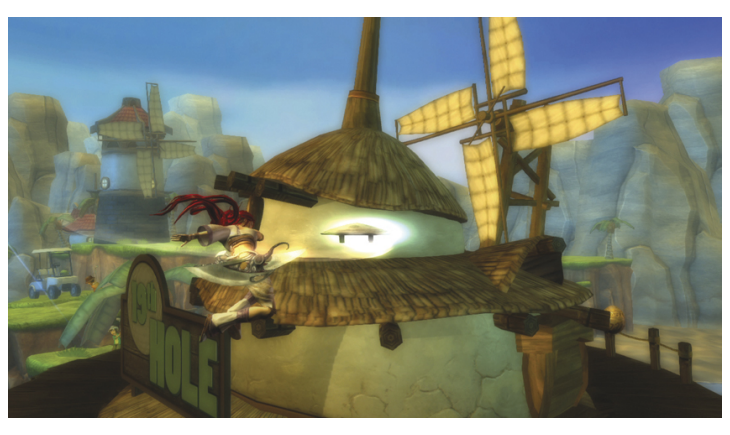
Purgatory (⬇ ○) has the longest start-up period of any of Nariko's Attacks, but the payoff is so worth it. After roughly 1.5 seconds, four giant blades rise from the ground around Nariko, causing a crumple effect on grounded foes and ejecting any aerial All-Stars. It can be difficult to successfully execute Purgatory, especially when dealing with rushdown-style characters, but the combo opportunities that arise can be too tempting to resist.

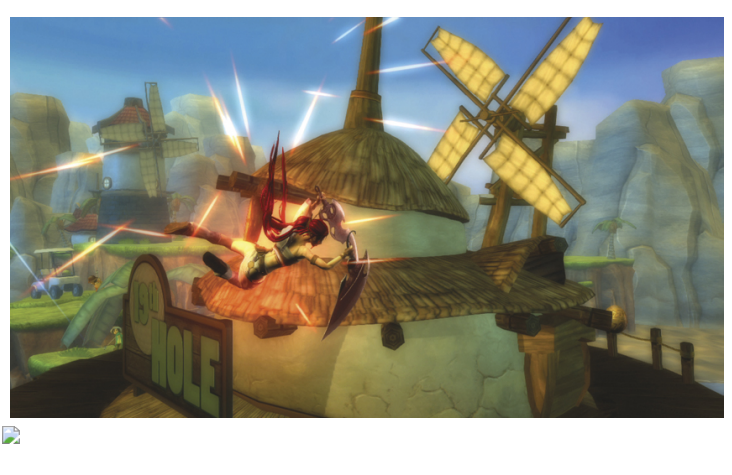
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Warm Embrace	Air ○	2–10	30AP of Super Armor during attack	Shock (final hit)	—	Attack OK immediately upon enemy release
2	Air Fire Rocket	Air ➡ ○	20	Use left stick to direct rocket; cannot act until grounded	Lift	—	Nariko passes through thin platforms until grounded
3	The Air Basics	Air ⬆ ○	20	Hold ⬆ or ⬇ to direct shield; bounces off solid areas and foes on hit	Butt-drop; lift (aerial foe)	—	Two-second duration; destroyed on block
4	Air Purgatory	Air ⬇ ○	20	Attack active once grounded	Crumple; eject tornado (aerial foe)	—	One-second start-up at minimum height; some blades do not appear on narrow platforms









As with her △ Attacks, Nariko's air ○ Attacks share similar properties to their ground versions. Warm Embrace is also a four-hit combo that ends in a shock reaction. In the air, both Nariko and her victim are locked in place for its duration, but luckily, Nariko can attack the instant the final attack hits to extend her combo.

The Air Fire Rocket follows the same rules regarding guidance and recovery as the ground version, but Nariko passes through thin platforms as she descends while the rocket is active. This could be a good or bad thing, depending on if an All-Star is waiting below to take advantage of the situation. The Air Basics doesn't have any notable differences from the ground version.

Air Purgatory takes some of the sting out the start-up time for such a useful move by letting you bank that time in the air. Nariko retains any forward moment she had when it was activated, and the blades raise from the ground the instant she hits the ground. While she can be knocked out of the move by any attack, it's worth the risk if only for the satisfaction of having her fearlessly dive into a group of opponents and watching them crumple as the Purgatory blades worth their magic.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ⬇ □, ○, ⬆ △, jump cancel, (air) □, □, □

90AP; (with Counter) 110AP +30AP IAS Bonus

Nariko's bread and butter combo begins with Angel's Judgment, causing a bounce reaction. Time the ○ palm strike to land just as the enemy begins falling, and go right into ⬆ △ to launch your opponent once they're in a shock reaction. Immediately jump cancel the launcher and finish off the combo with a full Heavenly Depart attack series. The trickiest part is timing the jump cancel after the full launch; you shouldn't have a problem in the corner, but at mid-screen, you're going to have put some forward motion into the jump for Heavenly Depart to connect.

II. Against grounded foe: ⬇ □ (Key Pose) ⬇ □, □

50AP

This basic combo utilizes the Key Pose mechanic in its only instance of creating a full combo. Remember, you always have the ability to jump cancel or dodge roll out of a Key Pose, so keep your options open.

III. Against grounded foe: (air) ⬇ △, ⬇ □, land, ⬆ △, jump cancel, (air) ⬆ △, ⬆ □

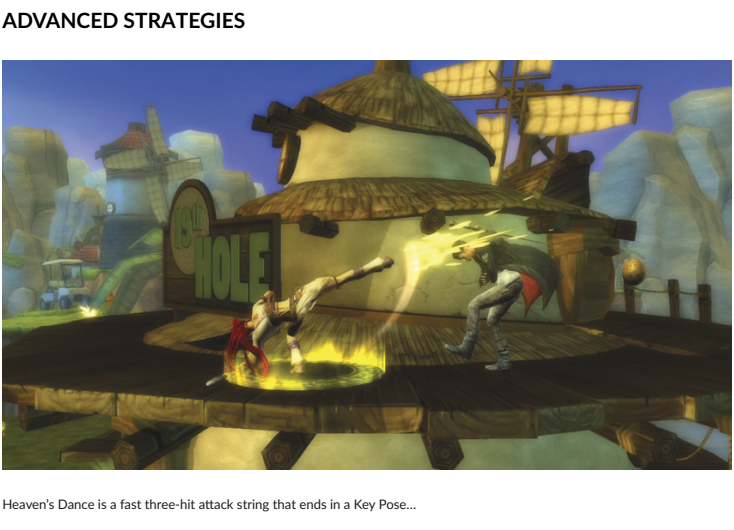
85AP

Nariko might leave some players scratching their heads on how to perform high-AP generating Combos the first time they pick her up. Some thinking outside the typical All-Star box is required, as illustrated by this combo. Start off with Reunion to pick up a grounded opponent, and input ⬇ □ immediately to slam them with Nariko's sword before they recover. During the bounce reaction, launch them to the skies with ⬆ △. Immediately jump cancel and activate Heroine Moment to catch your adversary as they fall, with a final ⬆ □ attack to top off this combo with an additional 85AP in your Meter.

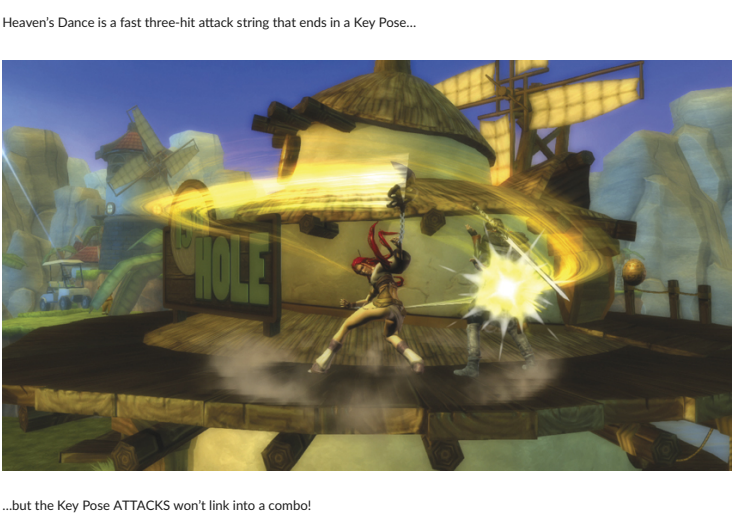
COMBO APPENDIX

Combo	+AP	Notes
⬇ □, ○, ⬆ △, (air) ⬆ △, ○, □, □, □	150	Variation on Combo I worth a full Level 1 Super without the need for counter. Begin mashing □ after Warm Embrace to ensure a full combo.

ADVANCED STRATEGIES



Heaven's Dance is a fast three-hit attack string that ends in a Key Pose...

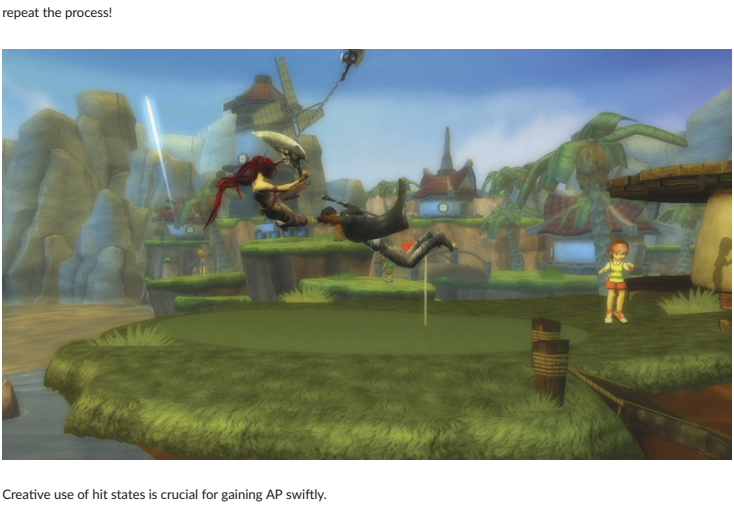


...but the Key Pose ATTACKS won't link into a combo!

Playing Nariko for the first time can be very confusing if you're used to combo-centric characters like Kratos and Raiden, who have a clear series of Attacks that can cancel or link together to create combos. Despite her multitude of stances and Attacks via the Key Pose system, the start-up times for these Attacks means that almost all of them become active too late in their animations to hit an opponent before they can recover. You can't approach Nariko like a typical combo character; you have to look for creative ways to string Attacks together. Think of her basic □ Attacks as an extended start-up for her Key Pose Attacks, requiring you to "wind up" before unleashing these far-reaching and AP-generating moves.

When you're looking to utilize Key Pose Attacks, its best to approach two opponents at once. Begin your chosen □ attack string on the nearest target, which hopefully catches the second foe with its last few hits. Once you enter the Key Pose, see what the second character's current status is before making the split-second decision on which cancel option to choose. If things look safe, continue your original □ input to start the Key Pose attack sequence. In most situations, the first character is forced to eat the original series of Attacks, becoming trapped in blockstun while the Key Frames impact the second opponent. You can also begin your □ Attacks well in advance as you have Nariko approach an opponent, reaching the Key Pose just as she comes within striking distance so that the continued Attacks are the only ones that impact an adversary.

Should Nariko get stuck attacking a single character with a □ attack string, cancel into a dodge roll at the Key Pose, toward your adversary so that Nariko crosses over to their backside. If your opponent chose to block in anticipation of the Key Frame Attacks, punish them with a throw. If they made the mistake of attempting a counterattack, begin a new series of Attacks and repeat the process!



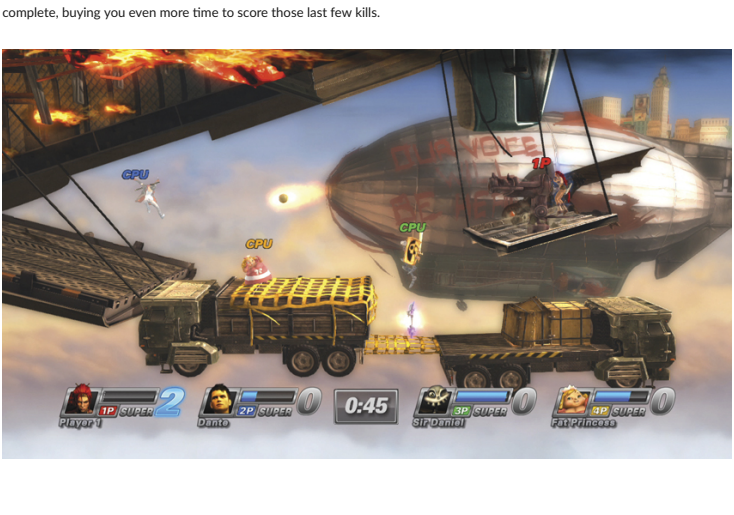
Creative use of hit states is crucial for gaining AP swiftly.

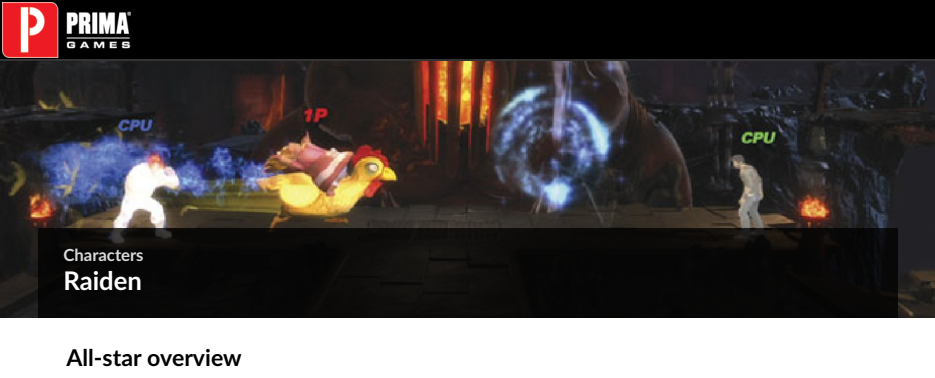
Many of Nariko's Attacks can cause a variety of disadvantageous hit states on hit, such as shock with For Father (○), bounce with Devil's Descent (air ⬇ □), or a jump-cancelable full launch with Aerial Moment (⬆ △). Forcing an enemy from hit state to hit state while taking advantage of PlayStation All-Star's general system mechanics, like the ability to attack instantly when grounded, are crucial aspects of gaining AP with Nariko. You can see an example of this in Combo III, where Nariko puts her opponent in butt-drop, then a bounce, followed by a full launch and ending with two lift-causing moves. The combo works because of the hit states each attack causes on hit. Each one leaves the opponent vulnerable enough so that Nariko can land normally un-linkable and interesting combinations. Spend some time in Practice Mode with this guide's data tables nearby, and work through each of her Attacks one-by-one to begin etching the effects of each attack into your brain.

Nariko is one of the fastest characters in the game, and she easily has the best air mobility out of the entire roster. By utilizing Heroine Moment (air ⬆ △), Nariko can safely cover her aerial approaches or traverse any level with great haste. She can attack immediately after her supporting chain blade detaches from the back wall, allowing you to follow up with air ⬆ □ to create an even bigger area of safety as she approaches the ground. Nariko also retains her forward momentum during her powerful air-to-GROUND Attacks, Devil's Descent and Air Purgatory, which gives you the option of having her leap across the level and land with a devastating blow.

She also has the ability to wall jump, which isn't covered by the in-game tutorials. When approaching a wall, hold your directional input toward the wall to make Nariko stick to its surface. Continue holding the directional input to stay on the wall, and after a brief moment, she begins sliding back to earth. Press ✕ at any time to have her leap away from the wall and renew her assault!

While her Level 1 Super should be used whenever an opportunity presents itself, you should ultimately aim to acquire the 750AP needed to activate The Goddess, as it arguably has the highest score potential of them all. Each of The Goddess' three unique Attacks has the potential to kill all three opponents at once, and with a 15-second timer, you're going to have plenty of opportunities to destroy them all again and again. Stolen Kiss (□) forces Nariko to leap in the air, capturing the first enemy she touches and hanging in the air before bringing them down to earth. You have some aftertouch ability to direct her descent using ⬅ or ➡, killing any opponents caught in the impact. Whirling Passion △ has a comparable range to Compassion (⬇ △), but once she connects with an adversary, her chain blades extend to cover three-fourths of the screen as she whips them in a full circle, killing more opponents caught in her path. Finally, Adoring Traveler ○ extends her chain blades all around her body as she spins along the ground using her shield like a top. Keep your eye on your Super Meter during The Goddess, and activate Adoring Traveling just as the Super is about to expire. Nariko won't return to normal until the attack is complete, buying you even more time to score those last few kills.





Characters

Raiden

All-star overview

Raiden is one of the fastest characters in the game, and as a result, his combo skills are beyond reproach. He can easily rack up more than 100AP in a single combo, he's skilled at battling opponents on both sides simultaneously, and he can traverse a stage fast as a whip with his dashing special attacks. His SUPER Attacks are all good, but his Level 2 Super attack—Blade Mode—provides the best options and most freedom when in combat situations.

WHY SHOULD YOU EARN AP UNTIL YOU CAN USE BLADE MODE?

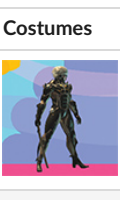
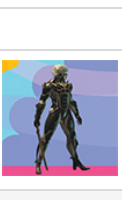
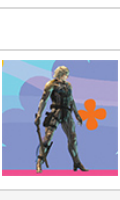
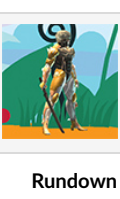
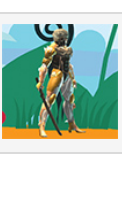
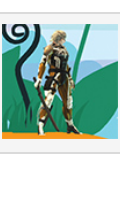
- Blade Mode requires 400AP, slightly more than double what's required for his Level 1 and significantly less than the 750AP required for his Level 3.
- Raiden can earn 140AP with a single simple combo, and he averages high AP gain from Combos in general.
- Raiden is fast enough to make hit-and-run tactics a viable strategy while still earning AP quickly enough to stay competitive.

WHAT'S THE BEST WAY TO EARN THE 400AP REQUIRED TO PERFORM BLADE MODE?

- Focus on long, ground-based Combos.
- Take advantage of hit states like lift and crumple to extend your Combos.
- If an enemy wallbounces, go for the extra hit and AP gain instead of preparing for them to wake up.

Raiden is one of the relatively few characters that can react to an enemy going through a close-range wallbounce quickly enough to perform an entire combo. This is a huge asset, and it marks the difference between intermediate and skilled Raiden players. Skilled players are going to go for the wallbounce so that they can double their AP gain by performing the same combo twice. Once you learn the timing, maximizing Raiden's AP gain becomes second nature.

AT A GLANCE

Costumes		
		
		

Rundown

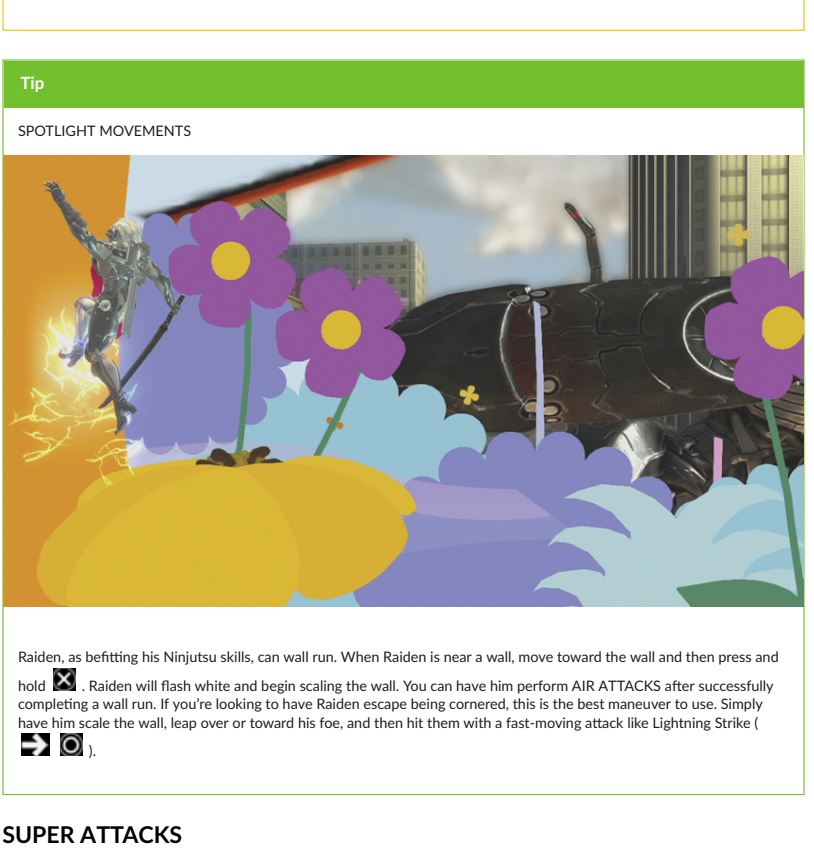
Name: Raiden (Real Name: Jack)

- Series: Metal Gear Rising: Revengeance
- Character Archetype: Combo-heavy
- AP Meter Level 1/2/3 Values: 150/400/750
- Rival Character: Cole
- Best Matchups: Big Daddy
- Worst Matchups: Sir Daniel
- Best Level: Black Rock Stadium
- Worst Level: Invasion
- Priority Pickups: Boots of Hermes

Trained for combat at an early age, Raiden is a former member of the FOXHOUND special forces. He has been outfitted with a cybernetic exoskeleton and prosthetic limbs to increase his prowess in battle. Though trained to be effective with all types of weaponry, Raiden is particularly adept at wielding swords that resonate at high frequencies, cutting through enemies with surgical precision.

Tip

SPOTLIGHT MOVEMENTS

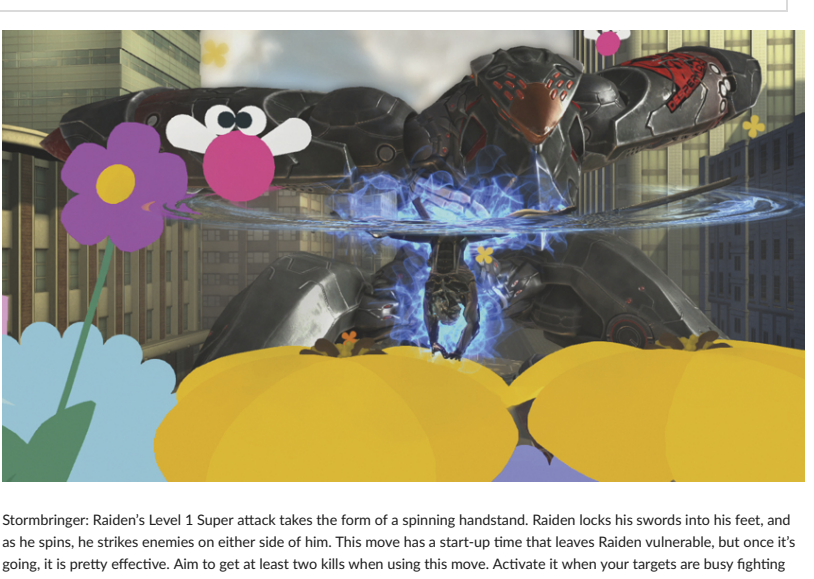


Raiden, as befitting his Ninjutsu skills, can wall run. When Raiden is near a wall, move toward the wall and then press and hold ✕. Raiden will flash white and begin scaling the wall. You can have him perform AIR ATTACKS after successfully completing a wall run. If you're looking to have Raiden escape being cornered, this is the best maneuver to use. Simply have him scale the wall, leap over or toward his foe, and then hit them with a fast-moving attack like Lightning Strike (→ ○).

SUPER ATTACKS

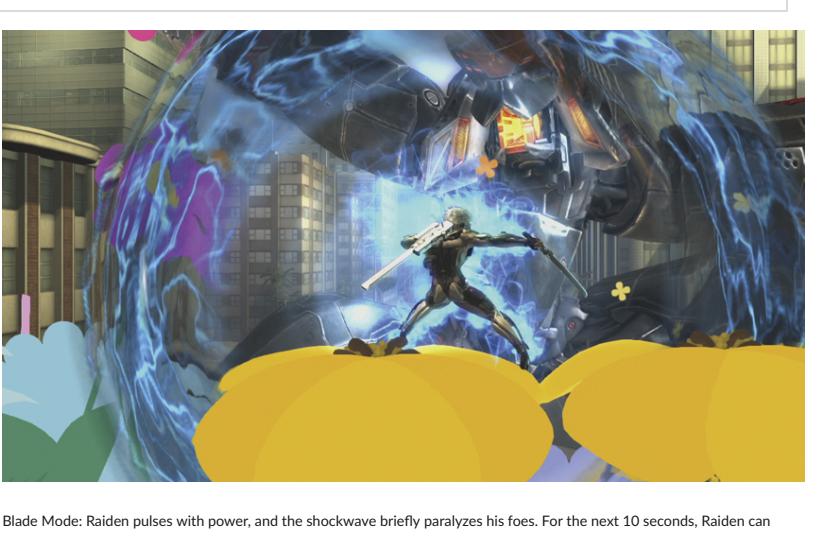
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Stormbringer	2 seconds	Press ← or → to slightly adjust position	Hits on either side of Raiden



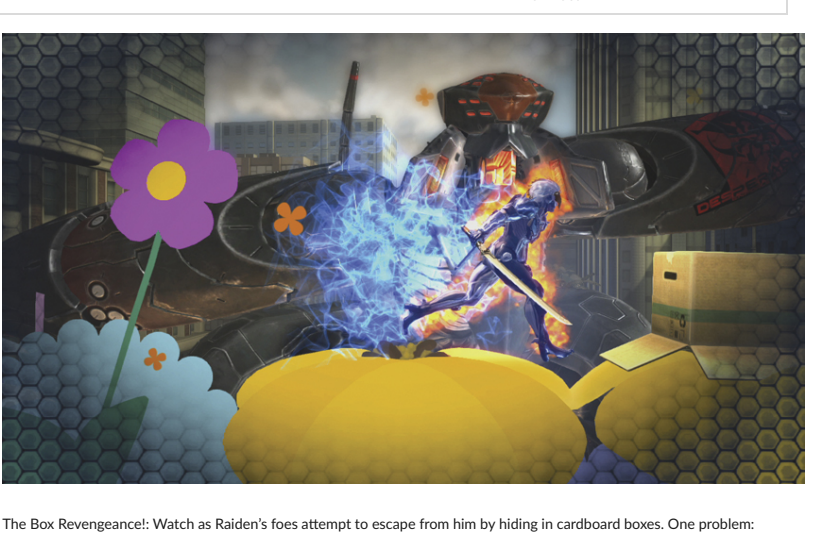
Stormbringer: Raiden's Level 1 Super attack takes the form of a spinning handstand. Raiden locks his swords into his feet, and as he spins, he strikes enemies on either side of him. This move has a start-up time that leaves Raiden vulnerable, but once it's going, it is pretty effective. Aim to get at least two kills when using this move. Activate it when your targets are busy fighting each other or someone else, instead of trying to catch someone by activating the move cold. Make sure your foe is distracted before attempting Stormbringer.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	400	Blade Mode	10 seconds	Right stick to cut; □ or △ instant kill; ○ stun foes	Cutting with right stick causes enemies to drop AP when killed



Blade Mode: Raiden pulses with power, and the shockwave briefly paralyzes his foes. For the next 10 seconds, Raiden can instant kill anyone he touches by pressing □ or △. He can also paralyze enemies by pressing ○, and tapping the right stick results in Raiden cutting through characters with his sword. Cut them enough, and they die. Enemies that are cut drop AP. The most efficient way to use this Super attack is to trigger it when Raiden is near three adversaries, and then go for the triple kill. If you have the time or want to stock up on AP before the Super attack ends, cut your enemies and take their AP Orbs.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	750	The Box Revengeance!	17 seconds	Right stick to cut; normal moves OK	Speed increased; enemies can move in boxes; cutting with right stick drops AP from foes



The Box Revengeance!: Watch as Raiden's foes attempt to escape from him by hiding in cardboard boxes. One problem: Raiden's sword can cut through anything. Use the right stick to cut the boxes, or use Raiden's normal Attacks to kill your enemies. → ○ is particularly effective, as a result of Raiden's vastly increased movement speed. This move offers several different ways to kill your foes, and fast players may even be able to score four or more kills with just one Super attack. If you need to turn a match around, this is the move for you.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Upward Throw	Right stick ↑	15%	Unblockable; 30AP of super armor	Eject tornado	—

Upward Throw: Raiden picks up his foe and pitches them across the stage with one hand. This move can cause a wallbounce when used close to a wall. Raiden always THROWS the enemy in the opposite of the direction he was facing when the throw occurred. You must react quickly to incorporate this throw into a combo.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Forward Throw	Right stick ← or →	15%	Unblockable; 30AP of super armor	Crumple	Combo starter

Forward Throw: Raiden quickly stabs his enemy through the stomach, causing them to crumple to the ground. This is the throw that can set up several of Raiden's Combos, and it should be an integral part of your gameplan. Go for your strongest combo as soon as your foe crumples.

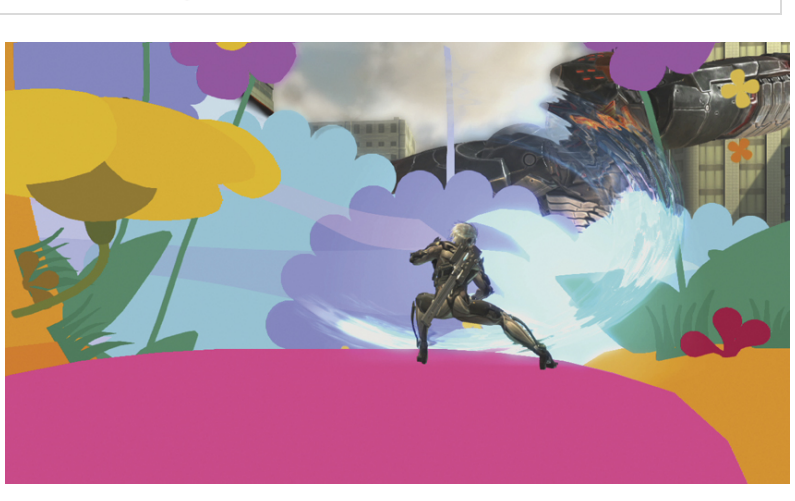
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Zan-Datsu	Right stick ↓	Directly steals 30AP from foe	Unblockable; 30AP of super armor	KD	Deducts 30AP from foe

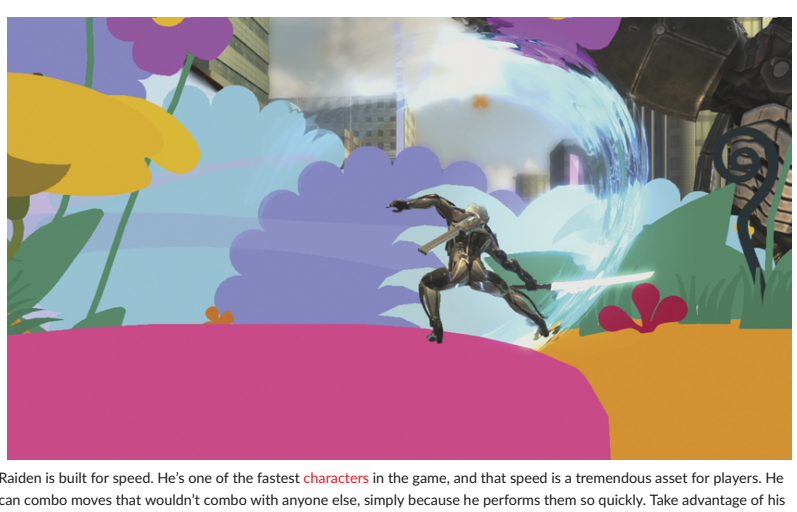
Zan-Datsu: Raiden stabs his enemy through the stomach, flips them over his head, slams them into the ground face-first, and then yanks a series of AP Orbs out of their spine. By the time Raiden absorbs the AP, the opponent should be in the process of standing up, making this throw a difficult move to use as the opening to a combo.

□ : SQUARE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Single Hand Cut	□	5	—	—	□ ← □	—
-	Single Hand Cut 2	□ , □	5	—	—	□ ← □	—
-	Single Hand Cut 3	□ , □ , □	5	—	—	□ ← □	—
-	Single Hand Cut 4	□ , □ , □ , □	30	—	Eject spiral	□ ← □	—
2	Leaping Cut	→ □	20	Dashes forward	Butt-drop	—	—
-	Back Cut	← □	5	Hits behind Raiden	—	□	—
-	Back Cut Follow-up	← □ , □	20	—	Kneel	—	—
3	Launcher	↑ □	20	—	Full launch	✕	—
4	Jumping Roll Cut	↓ □	20	—	KD	—	—





Raiden is built for speed. He's one of the fastest characters in the game, and that speed is a tremendous asset for players. He can combo moves that wouldn't combo with anyone else, simply because he performs them so quickly. Take advantage of his speed at every chance you get. Single Hand Cut 4 (□ , □ , □ , □) is a speedy attack that is the foundation of Raiden's playing style. If an enemy blocks the first hit of this attack, keep going. They're going to try to counterattack before the end of Single Hand Cut 4, if you're lucky, and Raiden is so fast that he can shut them down before he's hit.

Leaping Cut (→ □) is a move that reveals another facet of Raiden's gameplay. In addition to being ultra-fast, he has a very large range to work with. Leaping Cut is a great attack to pull out from medium-close range, thanks to Raiden's strong forward dash that kicks off the move. It leaves enemies butt-dropped, too, which means that you can transition into another move, such as Single Hand Cut 4, immediately.

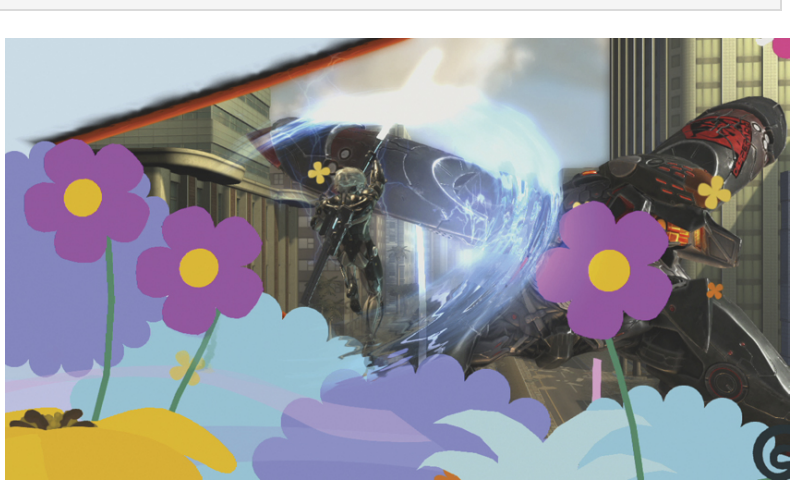
Back Cut (← □) and Back Cut Follow-Up (← □ , □) are two moves that reveal yet another aspect of Raiden: the fact that he's perfect for fighting a war on two fronts. He can strike enemies to his front, transition to striking an adversary at his back, and then turn and face that foe to focus on them with ease. No one is safe from Raiden, no matter which direction they may be in.

Launcher (↑ □) is a classic launcher and part of Raiden's bread and butter commands. It's useful in any situation and launches enemies high enough for Raiden to perform a lengthy aerial combo, possibly even one worth 100AP.

Using Jumping Roll Cut (↓ □) is a little trickier. It knocks enemies down on contact, which means that it can't be used to open a combo. However, it makes for a pretty solid anti-air attack, so watch for an opening and take it.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Mid-Air Slice 1	Air □	5	-	-	□	Puts grounded foe in airborne state
-	Mid-Air Slice 2	Air □ , □	5	-	-	□	-
-	Mid-Air Slice 3	Air □ , □ , □	5	-	-	□	-
-	Mid-Air Slice 4	Air □ , □ , □ , □	5	-	-	□	-
-	Mid-Air Slice 5	Air □ , □ , □ , □ , □	30	-	Eject tornado	-	-
2	Spinning Roll Cut	Air → □	20	-	Lift	-	Long recovery
3	Air Launcher	Air ↑ □	20	-	Full launch	-	-
4	Heel Slice	Air ↓ □	20	Active until grounded	KD	-	Brief pause before active



Don't expect to be able to use Spinning Roll Cut (→ □) to open a combo, either. It's good for interrupting Combos or knocking an enemy away, but not so great at continuing a combo. The recovery time is so long that Raiden drops to the ground before he gets a chance to attack again. Keep your opponents guessing by using this move to swat them out of the air, but you'll find that earning AP is easier with his other aerial moves.

Mid-Air Slice 5 (□ , □ , □ , □ , □) is one of those moves. Successfully landing every hit gives Raiden a total of 50AP. Raiden's range with his sword is both tall and wide, and you'll generally be able to land Mid-Air Slice 5 if you manage to succeed in hitting your enemy with Mid-Air Slice 1 (□). Mid-Air Slice 5 is Raiden's most powerful basic air combo and can easily be led into with a launcher for extra AP gain.

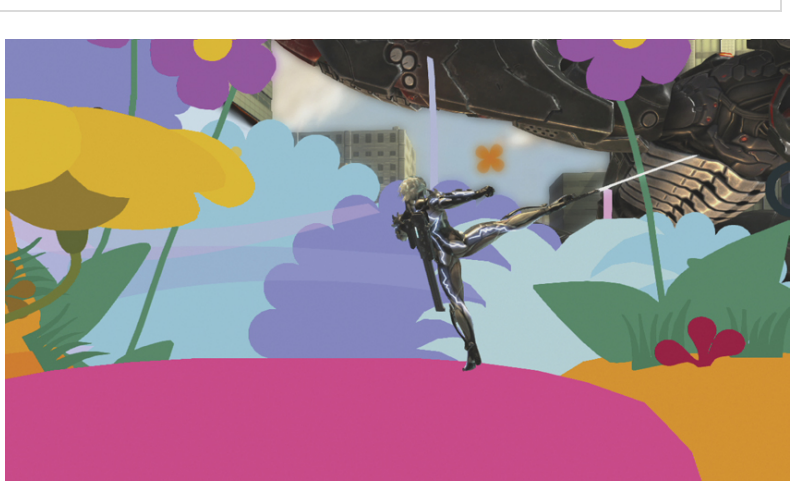
If you really want to demolish your opponent's air game, learn the timing on Heel Slice (↓ □). There's a brief pause once you activate the attack, but then Raiden streaks to the ground at lightning speed. This move can knock enemies out of the air or knock down grounded adversaries. It's a safe counterattack in tense situations and should be used accordingly. Double jump before using it to get extra height, which should lessen the chances of a foe correctly timing a dodge or block.

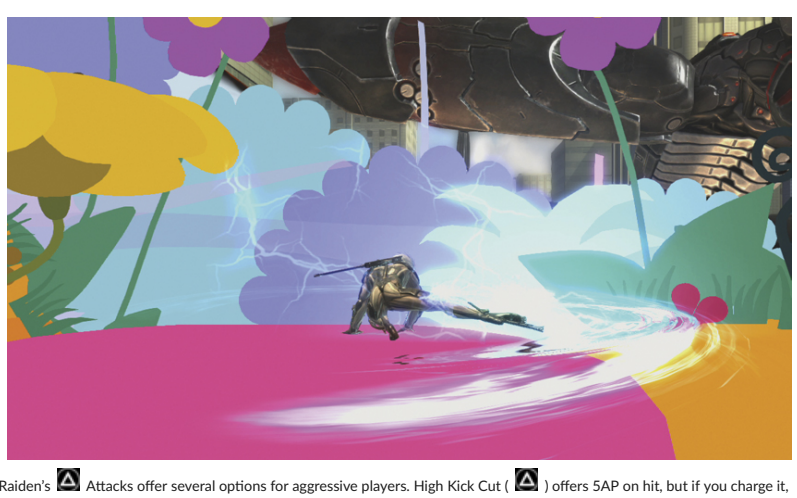
Air Launcher (↑ □) makes Raiden travel diagonally upward and forward while striking. If you're not careful, this may result in a whiff. Don't try to use Air Launcher at point-blank range. Take a couple steps back to ensure that the move hits fully on target. After that, you can follow up with a fast double jump and combo, or simply wait for your foe to land so that you can continue your offense.

△ : TRIANGLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	High Kick Cut	△	5, 10 (charged)	Chargeable	Butt-drop or guard break (charged)	△ □ ← □	Press ← immediately after input to change direction
-	High Kick Cut 2	△ , △	5	—	—	△ □ ← □	△ cancel does not combo; press ← immediately after input to change direction
-	High Kick Cut 2b	△ , □	5, 5	—	Butt-drop	△ , ← □	Cancel occurs once grounded
-	High Kick Cut 3	△ , △ , △	3, 3, 4	—	Kneel; lift (aerial foe)	□ , ← □ (buffered)	← □ auto executes at end of attack; press ← immediately after input to change direction
-	High Kick Cut 3b	△ , △ , □	10, 10	—	Lift	△ , ← □ (buffered)	△ cancel doesn't combo but catches foe in recovery
-	High Kick Cut 3c	△ , □ , △	30	—	Eject tornado	← □	—
-	High Kick Cut 4	△ , △ , △ , □	3, 3, 4	—	Lift	△ , ← □ (buffered)	—
-	High Kick Cut 5	△ , △ , △ , □ , △	30	—	Eject spiral	—	Same attack as △ cancel High Kick Cut 3b
2	Flurry Kick	→ △	5–35	Mashable	Eject tornado (final hit)	—	—
3	Rolling Thunder	↑ △	20	—	Sweep (unique)	← □ (buffered)	Sweep lifts enemy up and over Raiden
4	Sweep Kick	↓ △	20	Hits behind Raiden as blade spins	Butt-drop	—	—





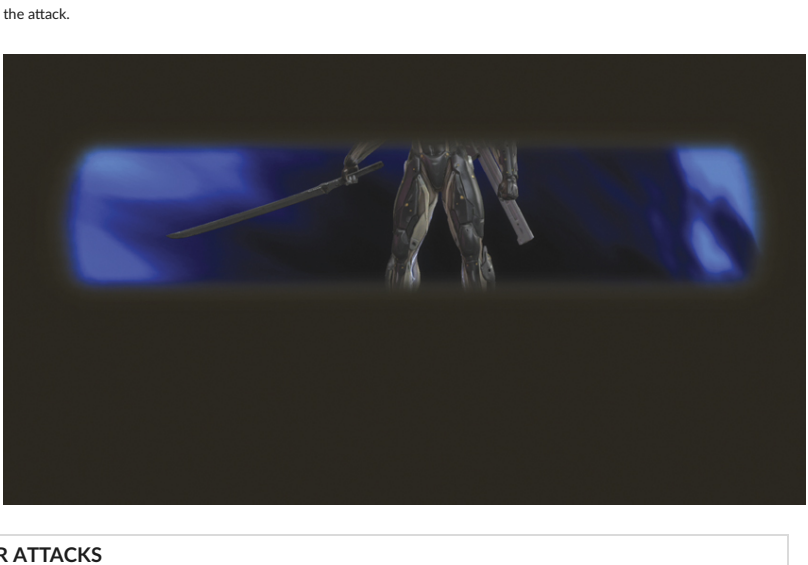
Raiden's △ Attacks offer several options for aggressive players. High Kick Cut (△) offers 5AP on hit, but if you charge it, you earn 10AP and make the enemy butt-drop. You can follow that butt-drop with High Kick Cut 3c (△ (charged), □ , △) to continue the combo, for instance, or any number of other High Kick Cut Attacks.

There are eight variations of High Kick Cut, and all of them involve utilizing △ and □ in varying combinations. The effects of each High Kick Cut vary, as well. Certain Attacks eject the opponent when finished, while others lift them for further attack. The properties are different depending on if your adversary is airborne or grounded, as well. Being able to properly input the commands for each High Kick Cut and understanding how they differ from each other is essential to playing Raiden to his fullest. For instance, pressing ← during High Kick Cut, High Kick Cut 2 (△ , △), and High Kick Cut 3 (△ , △ , △) makes Raiden change direction mid-combo, allowing him to switch targets on the fly. You can also press ← □ during most High Kick Cut variations to change direction with a new attack with solid range, catching enemies at a minor distance. Put in some time in Practice Mode and drill the High Kick Cut variations for best results.

Moves like High Kick Cut 3c (△ , □ , △) are great at removing Raiden from danger by ejecting a foe, while High Kick Cut 3b (△ , △ , □) is a great combo opener.

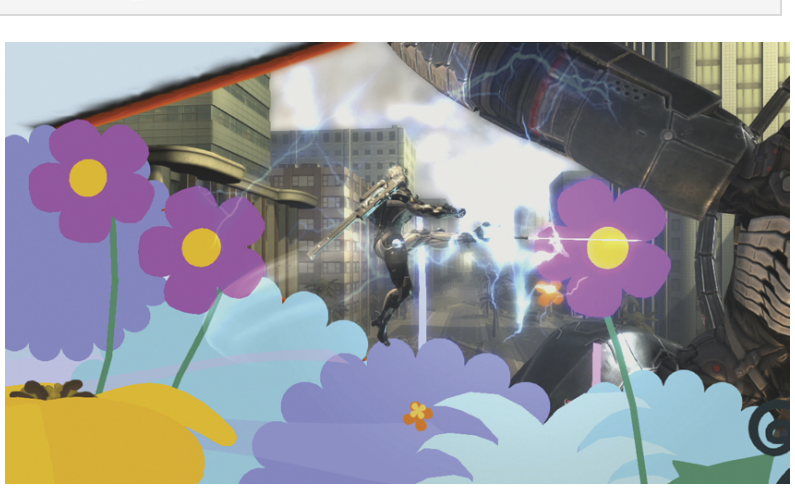
Flurry Kick (→ △) is a mashable move worth up to 35AP. It's perfect for working into your Combos, especially after you make an enemy butt-drop or lift them into the air. It comes out quickly, and the final hit knocks foes away in an eject tornado. This should be a key part of your offense and one of your go-to moves to escape danger.

Rolling Thunder (↑ △) is a unique sweep. Instead of sweeping an enemy off their feet, opening them up to easy Combos, Rolling Thunder knocks them up and over Raiden's head. Since Raiden is skilled at fighting on two fronts, however, you can easily follow an Rolling Thunder with Back Cut Follow-Up (← □ , □) for 40AP. The first hit of Back Cut Follow-Up is going to whiff, but the second comes out fast enough to continue the combo. Keep this situation in mind when fighting. Where other characters have to turn around before they can attack, Raiden can do it in the blink of an eye and press the attack.



AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Whirlwind Kick	Air △	30	Hits behind Raiden as blade spins	Eject roll; eject tornado (aerial foe)	—	Long recovery if performed close to ground
2	Falling Lightning	Air → △	20	Active until grounded	Bounce	—	Action in air OK on hit after flipping away from foe
3	Air Rolling Thunder	Air ↑ △	20	—	Sweep (unique)	—	Sweep lifts enemy up and over Raiden
4	Slam Slice	Air ↓ △	20	—	Butt-drop; lift (airborne foe)	—	—



Whirlwind Kick (△) is another move that can only be used at the end of a combo or to make sure adversaries stay on their toes. The recovery time lasts until Raiden falls to the ground, making following up on this move a difficult prospect. It's great for keeping enemies at a distance, however, and it comes out fast enough that you can incorporate it into your air Combos.

Falling Lightning (→ △) is another move with a traveling aspect. After a brief delay, Raiden zips toward his opponent on a diagonal angle. Once he connects, Raiden backflips away and is free to act again or pursue a combo. This move is fast, and the angle Raiden falls at means that it can be used to surprise enemies from long range. Simply have Raiden double jump and activate the move at the top of his jump to fly across the level.

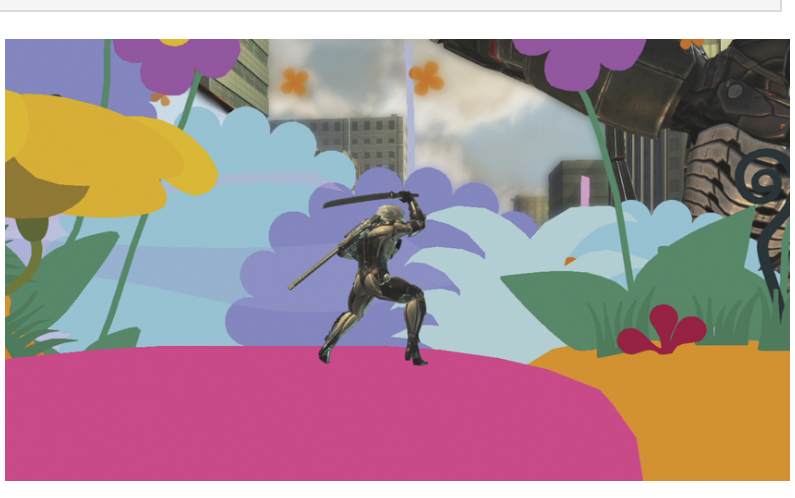
Using Air Rolling Thunder (↑ △) is a move that is tough to get used to but rewarding once you figure it out. It tosses the enemy over Raiden's head once again, but thanks to it being an aerial maneuver, they fly a bit farther. Use a move with a dash or horizontal movement aspect to catch up to the thrown foe and continue to hammer them with Attacks.

Raiden's Slam Slice (↓ △) has a terrifying range. It can hit enemies from close and medium-close range with ease, and its range is longer than most of Raiden's other aerial Attacks. This is the ultimate surprise move, so you should use it to keep your adversaries in check by taking absolute control of the air near Raiden.

○ : CIRCLE ATTACKS

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Parry	○	20	Active instantly	Crumple	—	Long recovery on whiff
2	Lightning Strike	→ ○	20	—	Butt-drop; lift (aerial foe)	—	—
3	Horse Jump	↑ ○	20	Active until grounded	KD	—	Cannot act until grounded on hit or block
4	Draw Attack	↓ ○	20	Teleports to opponent within five character lengths	Sweep	—	Invincible during teleport

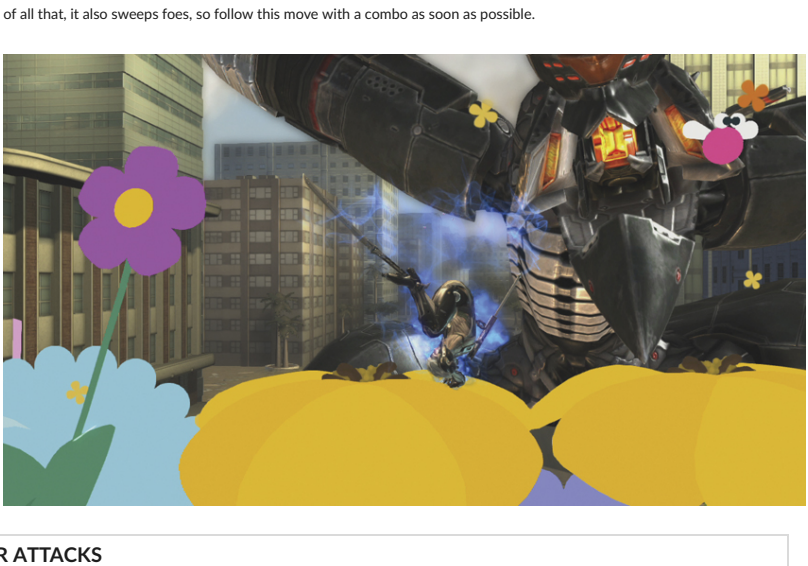


Like Heihachi, Raiden's Parry (○) is a powerful maneuver and one of the most important moves Raiden possesses. Activate it as soon as you see an attack coming to make your foe crumple, and then immediately follow the Parry with a lengthy combo while they're vulnerable. Use Parry to create openings in your enemy's defense, and then hammer that opening until they retreat.

One of Raiden's best mobility options is Lightning Strike (→ ○). He dashes forward, covered in lightning, before finally impacting with the enemy. Raiden can cover a lot of ground this way, and he automatically Attacks when he reaches an opponent. This move can be blocked and countered, but it's so fast that a foe would have to have great reflexes to pull that off at close range.

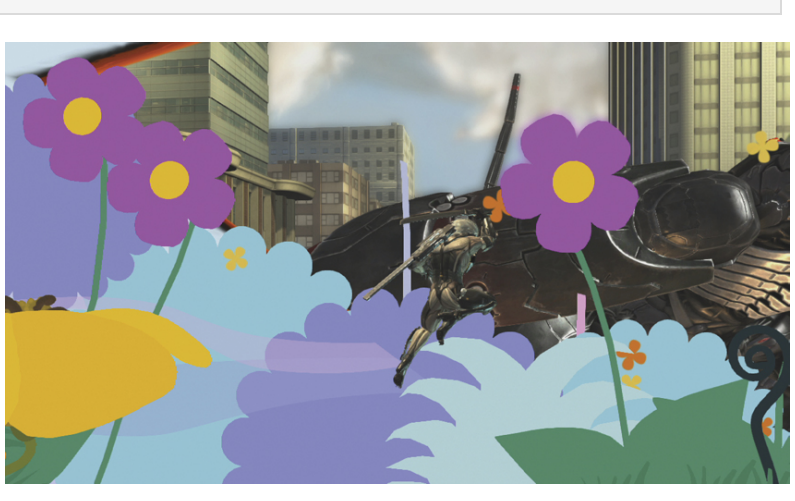
Raiden hops over an enemy and stomps when you perform a Horse Jump (↑ ○). This is a good move to stop an aggressive adversary, and since it results in a knockdown state, it should be used at the end of a string of Attacks, rather than the beginning.

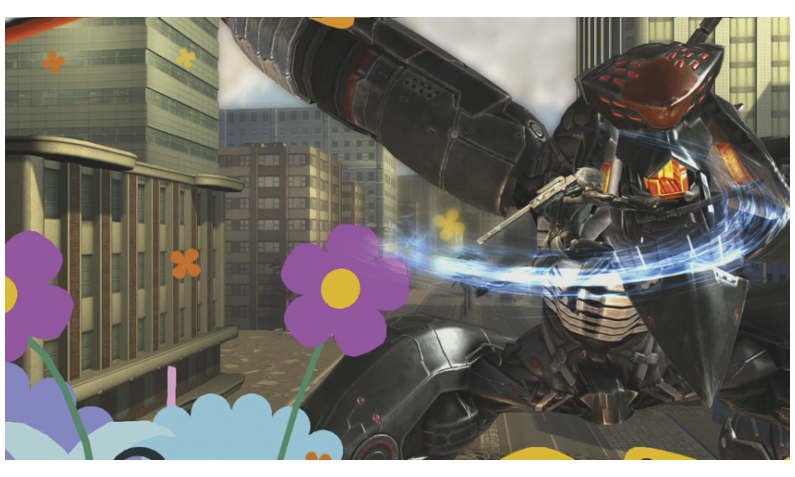
If Raiden is within medium-close range, Draw Attack (↓ ○) is an invaluable move. Raiden teleports a short distance toward the enemy before slicing their legs. This is a great move to use to surprise adversaries that are keeping their distance and hitting Raiden with projectiles or shutting him down. It's fast, of course, and Raiden is invincible when teleporting. On top of all that, it also sweeps foes, so follow this move with a combo as soon as possible.



AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Parry	Air ○	20	Active instantly	Crumple; eject tornado (aerial foe)	—	Raiden stops in place for duration
2	Air Lightning Strike	Air → ○	20	—	Kneel	—	—
3	Stomp	Air ↑ ○	20	Invincible during attack on hit	KD	—	Attack strikes above Raiden
4	Drill	Air ↓ ○	10, 10	Active until grounded	Kneel (first hit); KD (second hit); lift (aerial foe)	—	Small shockwave causes kneel





Air Lightning Strike (→ ○) gives Raiden an aerial mobility option. This move functions in the air the same as it does on the ground, so you can use it with relative impunity, assuming you don't whiff against an airborne and ready enemy. If you use Air Lightning Strike against a grounded attacker, that challenger is forced to kneel. Air Lightning Strike is a solid combo opener, though one that should be used sparingly.

Raiden is left facing in the opposite direction upon completing Drill (↓ ○). Keep that in mind when using this move. Raiden also follows a slight arc when performing Drill, and that arc may carry him past the foe or leave him too close for comfort. Airborne enemies bounce back into the air when struck by Drill's shockwave, so it is vital to learn how to nail the execution of this move to ensure that it is as effective for you as it should be.

Stomp (↑ ○) appears to be a kick at first, but it soon becomes true to its name once Raiden plants a foot-held sword in an enemy's chest and then begins stomping up and down on them in mid-air. This move can strike adversaries through thin platforms, and it's fast enough to be useful in most situations. If an opponent is jumping near Raiden without attacking, go for the Stomp for 20AP.

The final tool in Raiden's arsenal is Air Parry (○). Use this move less often than you would Parry (○), but keep it at the ready for aggressive players. Use Air Parry to train your enemies to avoid jumping in with Attacks or sending out blind pokes. Once you reverse a few of those, they are going to have to change their gameplan.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: → □ , □ , □ , □ , □

65AP

Bread and butter COMBOS should be simple and rewarding, and this combo is both of those things. It opens with Leaping Cut (→ □) before transitioning into Single Hand Cut 4 (□ , □ , □ , □). This combo is worth 65AP, just under half the AP needed to fill Raiden's Level 1 Super Meter. This combo is fast enough to leave Raiden safe, but if you notice another character creeping toward Raiden's back, press ← while performing Single Hand Cut 4 to change directions and beat back the ambusher.

II. Against grounded foe: △ , □ , △ , □ , □ , □ , □ , wallbounce, □ , □ , □ , □

135AP

This move takes careful positioning, but when it pays off, it pays off huge. Your enemy must be several character widths from the wall. If you can see the wall from Raiden's current position, he is too close. Once you have the range down, perform High Kick Cut 3c (△ , □ , △) to make your enemy butt-drop. After that, quickly input Single Hand Cut 4 (□ , □ , □ , □) to knock the attacker away. Immediately after they wallbounce, input Single Hand Cut 4 once again to earn more AP and activate the Infinite Avoidance System.

III. Against an attacking foe: ○ , △ , □ , △

65AP

The first step is the hardest: perform a Parry ○ to catch and reverse an enemy's attack. As the adversary crumples, quickly input High Kick Cut 3c (△ , □ , △) to earn more AP and knock them away from Raiden. If they wallbounce after this combo, you may be able to tack on more hits. For an intermediate combo, however, this is easy to pull out in a pinch and a great way to reverse the tide of battle and gain some momentum.

COMBO APPENDIX

Combo	+AP	Notes
→ □ , □ , □ , □ , □ , wallbounce, □ , □ , □ , □	140AP	Raiden can easily earn AP for his Super Meter with this combo. Be sure your enemy is in the proper position before trying this combo, or else you should simply perform one Single Hand Cut 4.
Right stick ← or → , □ , □ , □ , □	50AP	This combo is easy as pie and can give you a nice stock of AP in a pinch. If an opponent is turtling, break this combo out to retaliate.

ADVANCED STRATEGIES

Use Lightning Strike (→ ○) to safely close the distance and create openings.

Raiden's Flurry Kick (→ △) is a useful way to surprise and eject enemies.

Raiden is a character that can be played in a wide variety of ways. If you prefer to take it easy and earn your AP in large chunks at a time, you can do that. If you believe in constantly attacking and leaving your enemies devastated, you can do that, too. In order to properly play Raiden, however, you're going to have to know him and his moves very well.

Experiment with Raiden before taking him into match play. His speed is disorienting to your foes, but it can cause you trouble, as well. It's easy to get carried away and find yourself attacking thin air, either because your enemy blocked or dodge rolled away, or Raiden simply changed directions by accident. Before you get a strong handle on Raiden, take it easy. Use match play to figure out how his moves fit together and what you can get away with when fighting a human opponent. The CPU will fall for things humans won't, and the reverse is true, as well. It is important to know these differences so that when things get heated, you can keep your cool and not go for a punishing combo that may whiff and leave Raiden wide open.

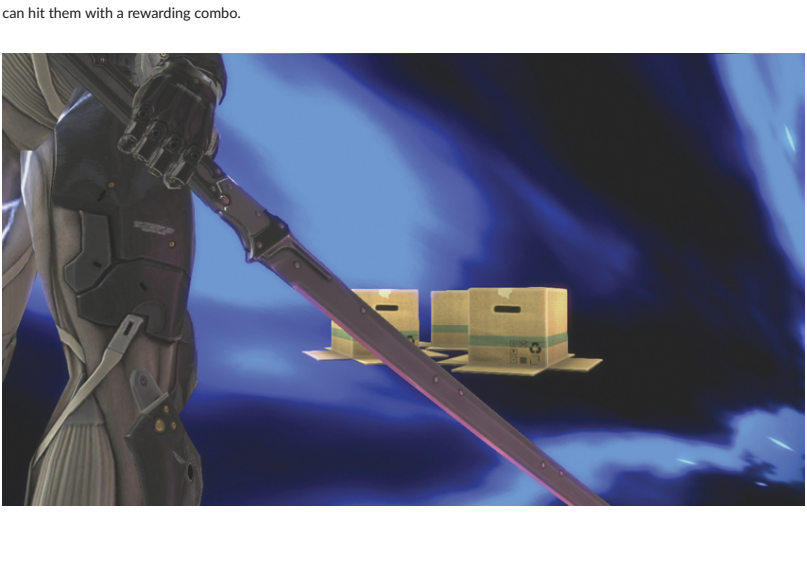
Raiden's High Kick Cut (△) moves offer an incredible amount of choice for the savvy player. If you have trouble keeping up when an opponent is in your face, then use High Kick Cut 5 (△ , △ , △ , □ , △) to force them to eject spiral away at the end of your combo. If you're a combo fiend, then use High Kick Cut 3b (△ , △ , □) to lift them into the air and continue your combo.

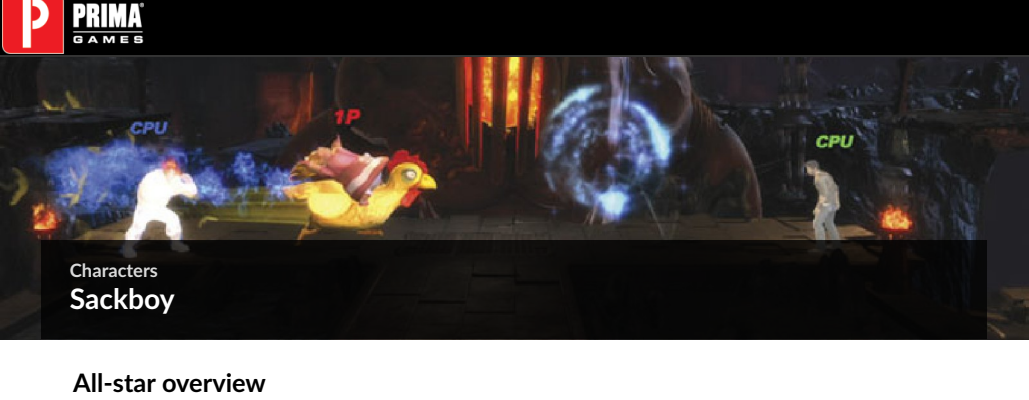
Look at High Kick Cut as a starting point and the moves that branch off it as customization. You can focus on using the High Kick Cut that best complements your style of play, and if you can incorporate two or three High Kick Cut variations into your repertoire, you can successfully play Raiden and win matches. However, being well-rounded means that you need to know what move to use and when, and that goes for the High Kick Cut variations, as well.

If you have trouble performing a certain high Kick Cut variation, focus on that in Practice Mode. Figure out why it doesn't work for you, and try to force yourself to understand how to use it. All of Raiden's Attacks are useful, High Kick Cut especially, and being well-rounded means that you need to know what move to use and when.

There aren't many characters as fast as Raiden, and you need to use that advantage to the fullest. Single Hand Cut 4 (□ , □ , □ , □) is a simple combo on paper, but it is versatile in action. You can catch floating or wallbouncing enemies with it, and it's a great move to use from a standing position, as well. When you combine Leaping Cut (→ □) with Single Hand Cut 4, you've got a devastating combo. If you can get a lucky wallbounce, you can even earn up to 140AP, an invaluable bonus early in a fight.

Raiden needs to build up to 400AP to use his Level 2 Super attack, and 150AP for his Level 1 Super attack. Use his speed to increase your AP gain. Use long Combos with high rewards, and if you have a chance, go for a combo that has greater than 80AP gain. Raiden is fast enough to be able to recover and counterattack quickly, so if you eat a hit, it isn't a big deal. Simply regroup and dash back in with a Lightning Strike (→ ○), and try to force your enemies to drop their defenses so that you can hit them with a rewarding combo.





Characters

Sackboy

All-star overview

Sackboy is a crafty little character, with a variety of traps that can easily lock down an opponent. He isn't very combo-friendly, and he instead excels at disrupting other characters and keeping foes away from his immediate vicinity. Since Sackboy can't go toe-to-toe with the faster characters, you should work on building enough AP to utilize his Level 1 Super attack and earn kills with that move, instead of holding out for a Level 3 attack.

WHY IS SACKBOY'S COSTUME DASH THE MOVE TO USE?

- It comes out quickly.
- It superficially resembles his normal Attacks, which may confuse players into trying to block the Super attack.
- Sackboy can earn 45AP with a simple combo, and can therefore earn more than 100AP after three short Combos.
- Sackboy's Bad Guy BBQ takes a while to set up, reducing its effectiveness and giving opponents a chance to dodge the attack.

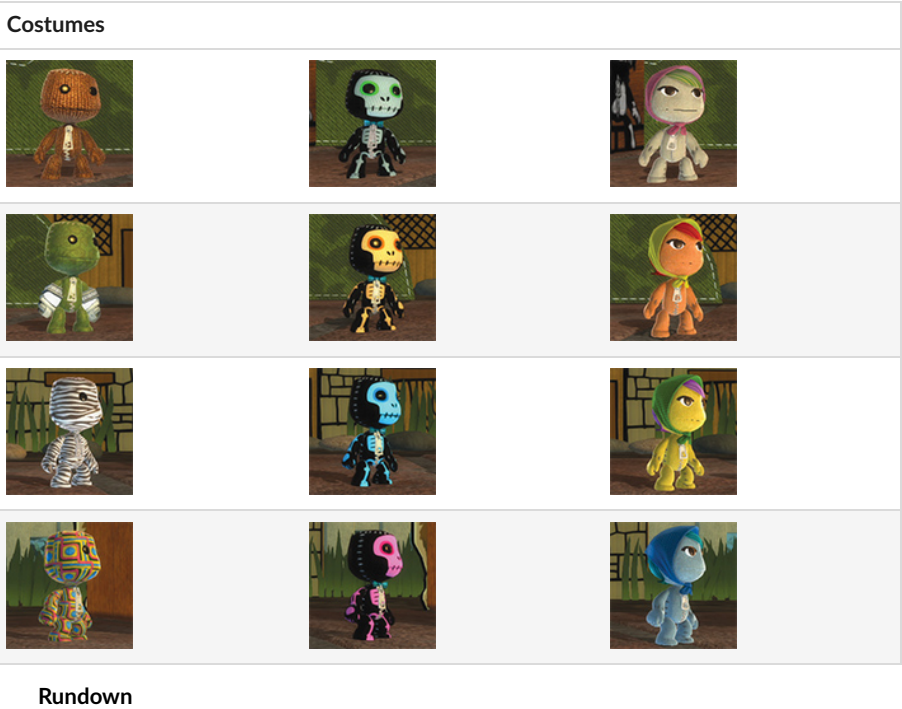
WHAT'S THE BEST WAY TO QUICKLY EARN 100AP?

- Use traps to force your enemies into various hit states, and then use a short combo to earn AP.
- Use Jam Session and Cakeinator on distant enemies to earn AP and disrupt adversaries from relative safety.
- Use Jetpack Corkscrew to quickly close the distance between Sackboy and his foes.

Your #1 goal should be to earn AP as quickly as possible while using traps to keep your enemies from earning AP at the same time. Sackboy is fully equipped for this strategy, and he even excels at it, once you get used to the rhythm of setting traps, attacking, retreating, and re-setting your traps. Play Sackboy aggressively, but don't make the mistake of getting in too close when battling. When he gets trapped, use Checkpoint Anchor to escape to safety.

AT A GLANCE

Costumes



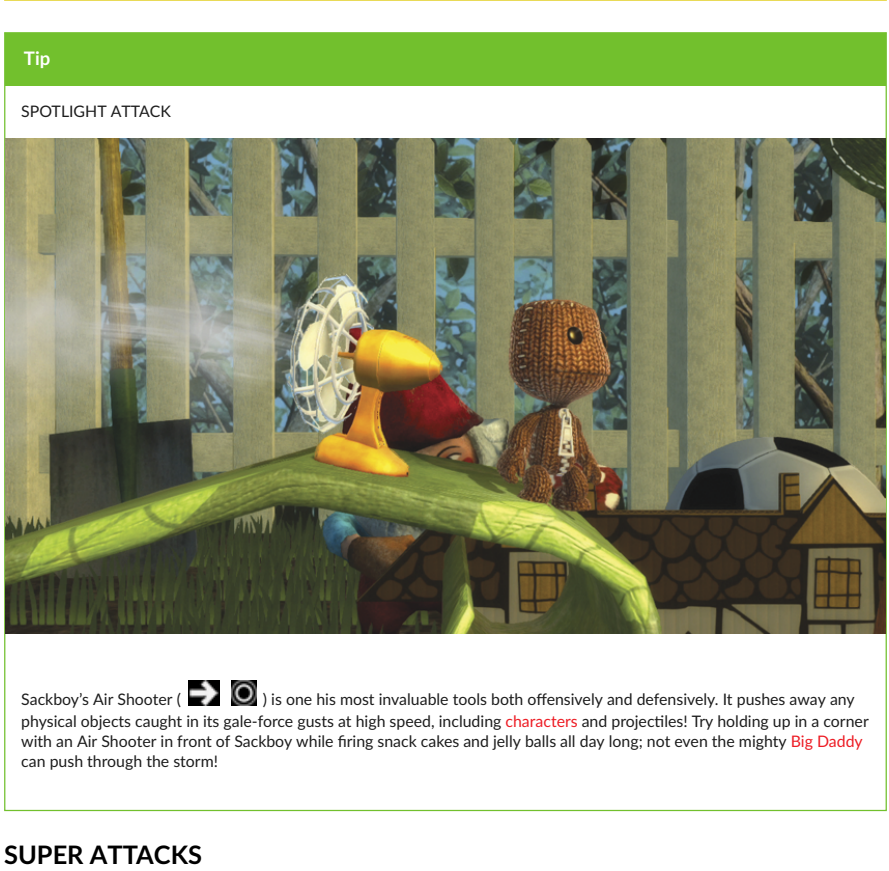
Rundown

- Name: Sackboy
- Series: LittleBigPlanet
- Character Archetype: Keepaway
- AP Meter Level 1/2/3 Values: 100/325/600
- Rival Character: Big Daddy
- Best Matchups: Heihachi
- Worst Matchups: Spike
- Best Level: Alden's Tower
- Worst Level: Dojo
- Priority Pickups: Hedgehog Grenade

A small creature made of fabric, and imbued with the power to create, Sackboy inhabits the world of LittleBigPlanet. Using his mysterious PopIt, Sackboy can imagine objects into being, which aid him in any dangerous situation. Able to reshape the environment around him, Sackboy can present enemies with an ever-shifting array of obstacles to deal with while forcing them to dodge the Cakeinator and Grabinator with which he is armed.

Tip

SPOTLIGHT ATTACK

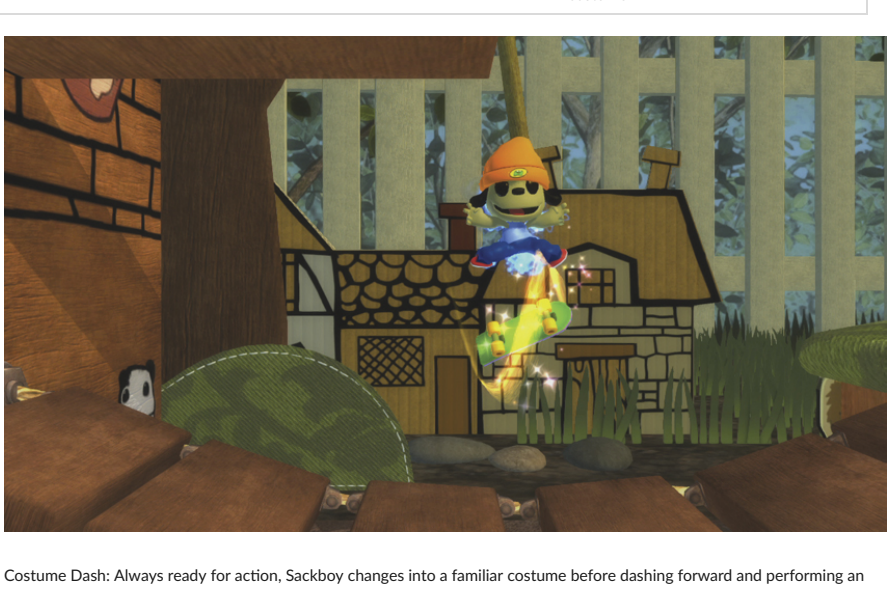


Sackboy's Air Shooter (→ ○) is one his most invaluable tools both offensively and defensively. It pushes away any physical objects caught in its gale-force gusts at high speed, including characters and projectiles! Try holding up in a corner with an Air Shooter in front of Sackboy while firing snack cakes and jelly balls all day long; not even the mighty Big Daddy can push through the storm!

SUPER ATTACKS

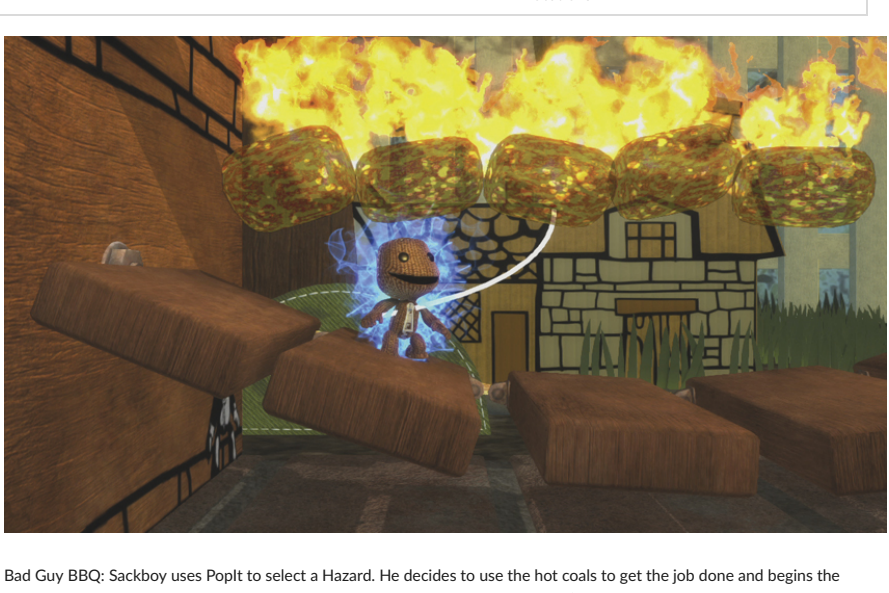
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	100	Costume Dash	1 second	—	Random Cole, Drake, or PaRappa costume



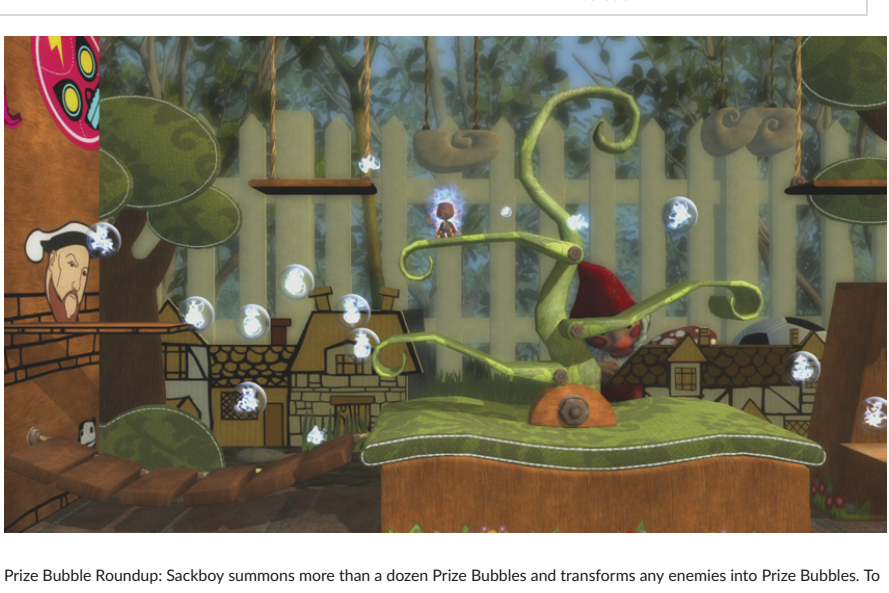
Costume Dash: Always ready for action, Sackboy changes into a familiar costume before dashing forward and performing an attack. The costume and attack are randomly chosen. Sackboy may appear as Cole, Nathan Drake, or PaRappa, and he performs a leaping lightning attack, swinging backflip, or kickflip, respectively. The properties of each move are identical, so the changes are purely cosmetic. The start-up sequence resembles Sackboy's □ moves, which may serve to confuse an enemy just long enough for Sackboy to land the Super attack. This is a good Super attack for group situations or when you're in need of a quick influx of two or three kills to even the score.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	325	Bad Guy BBQ	6 seconds	Left stick: move coals; any button: drop	Sackboy immune to attacks and throws for duration; PopIt range limited to opponent locations



Bad Guy BBQ: Sackboy uses PopIt to select a Hazard. He decides to use the hot coals to get the job done and begins the process of setting the coals in the environment. You can aim the coals before they're active, and Sackboy is immune to THROWS and attacks while placing the object. The coals fall if placed in the air, and they can kill any enemy that touches them while they're active. Don't take too long to place the coals, or else you'll be giving your enemies a chance to earn AP while Sackboy is busy.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	600	Prize Bubble Roundup	Instant	—	Prize Bubbles remain after end of duration



Prize Bubble Roundup: Sackboy summons more than a dozen Prize Bubbles and transforms any enemies into Prize Bubbles. To kill your foes, simply touch them. This works even after their Prize Bubble has burst, so you have a chance to score a few multiple kills over the duration of this Super attack. In addition, AP is stored in Prize Bubbles that hover around the stage, giving you[md]or your opponents[md]a chance to earn some free AP once the Super attack ends. This is a solid Super attack, particularly if you're looking for multiple kills, but be aware that you are going to have to chase down your attackers, rather than the Super attack automatically killing them.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Spiderweb Sticker Surprise	Right Stick ↑	15%	Unblockable; 30AP of super armor	Lift; held in place	Combo starter

Spiderweb Sticker Surprise: Sackboy tosses an enemy into the air but is caught by surprise when a spiderweb appears and holds the opponent in place for a few moments. This is a good move to use when you need to have Sackboy escape danger, or when an aggressive challenger refuses to back down.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Boxing Glove Sticker Surprise	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	Can hit multiple opponents with boxing glove, all suffer throw AP Penalty

Boxing Glove Sticker Surprise: Sackboy grabs an enemy and prepares to knock the living daylights out of them with a solid punch. Before Sackboy can act, however, PopIt summons a boxing glove sticker, which then smashes the adversary into an eject tornado while Sackboy leaps over the glove. This throw is a reliable way to set up a wallbounce or to get some distance.

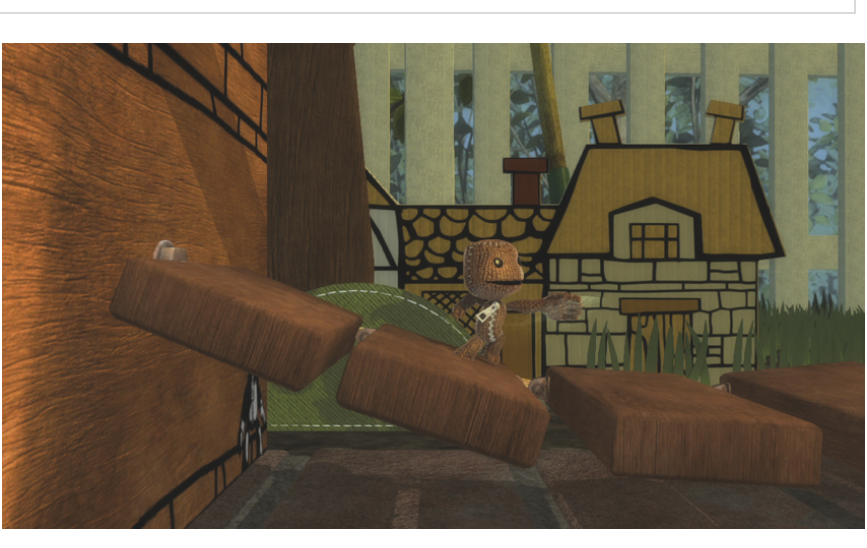
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Anvil Sticker Surprise	Right Stick ↓	15%	Unblockable; 30AP of super armor	KD	Can hit multiple opponents with anvil, all suffer throw AP Penalty

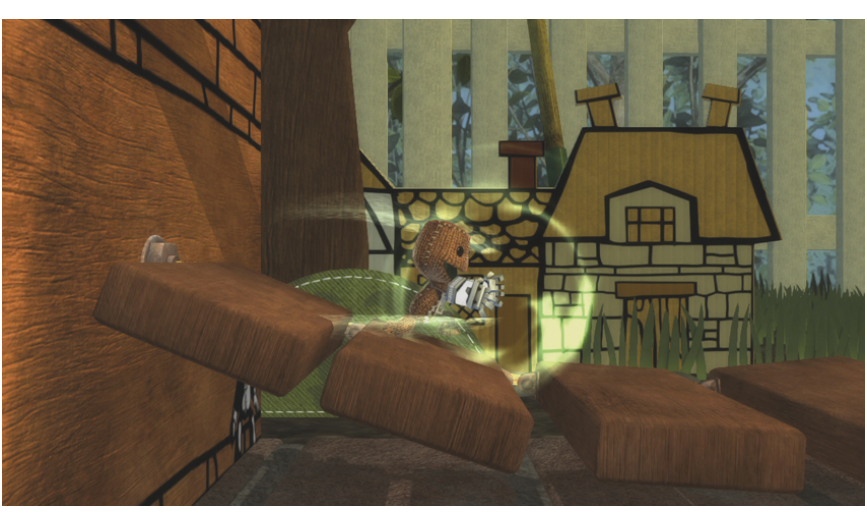
Anvil Sticker Surprise: PopIt surprises Sackboy again, this time by placing an anvil above Sackboy and his foe as soon as Sackboy makes contact. Sackboy dodges out of the way, but his opponent is not as lucky. The anvil slams to the ground, knocking down the enemy in the process.

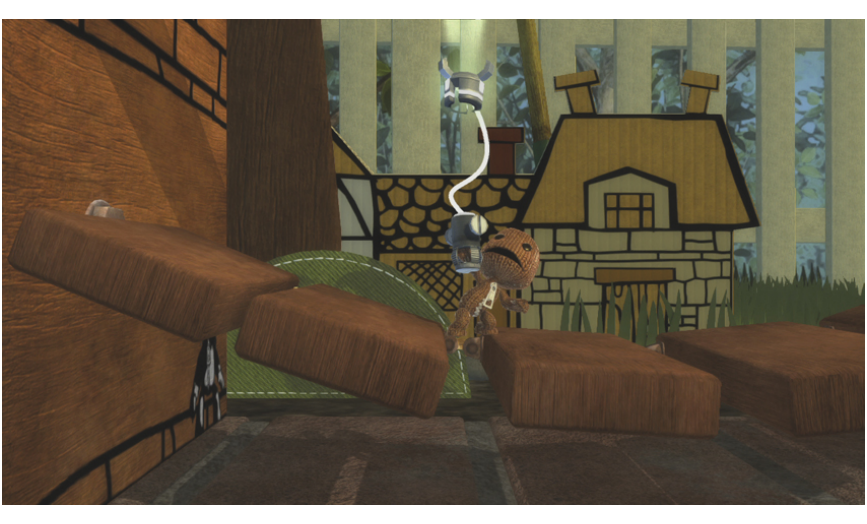
□ : SQUARE ATTACKS

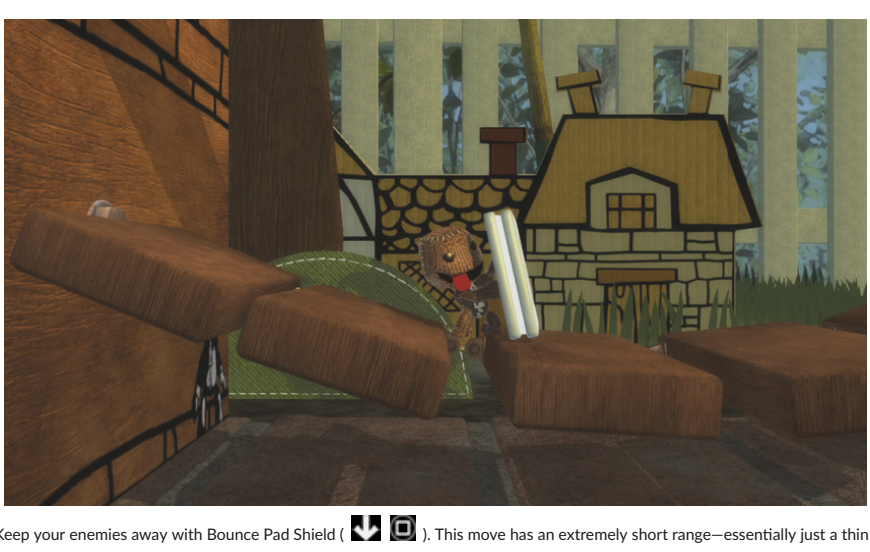
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Slap Happy 1	□	5	—	—	□	—
-	Slap Happy 2	□, □	20	—	Lift	—	—
2	Grabinator Grab	→ □	5, 20	—	KD	—	Bodyslam can hit other opponents for an instant KD
3	Gripple Grapple	↑ □	5, 20	Pulls Sackboy up to opponent	Lift	—	Long recovery on whiff
4	Bounce Pad Shield	↓ □	30	Hold □ to keep shield out; reflects projectiles	Eject tornado	—	Reflected projectiles retain their original properties









Keep your enemies away with Bounce Pad Shield (↓ □). This move has an extremely short range—essentially just a thin vertical line in front of Sackboy—but it is very effective. You can spring it on enemies that are approaching you between their Attacks, or you can even use it to counter a foe's Attacks. Bounce Pad Shield is a great defensive asset, and you can hold □ to keep it out longer. The 30AP gain makes this move a must-have, no matter your strategy.

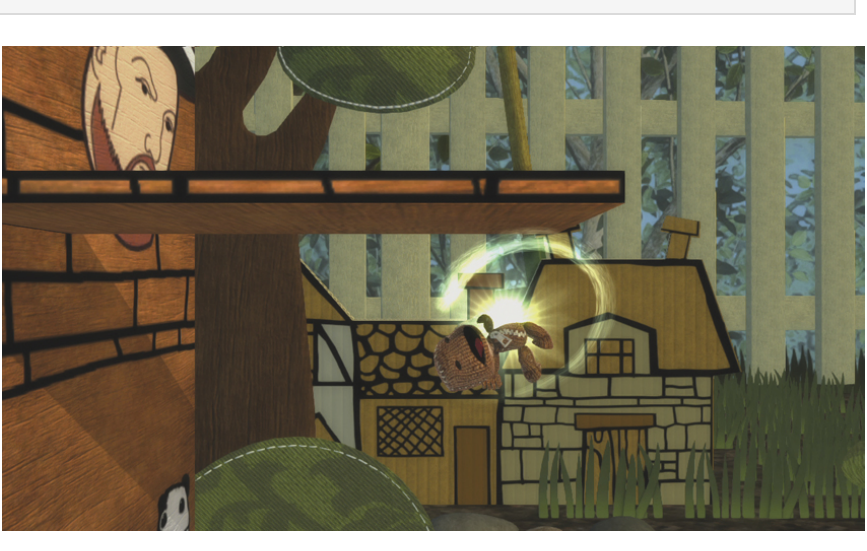
While many characters have a launcher or crumple move mapped to → □ , Sackboy instead has a move that results in a knockdown: Grabinator Grab (→ □). This is a slow command throw that earns Sackboy 25AP after both hits land. You can't follow this throw with a ground combo or juggle, thanks to the enemy immediately being granted invincibility frames upon completion of the throw animation. Grabinator Grab is a safe move, however, and you can use it to change the momentum or rhythm of a fight.

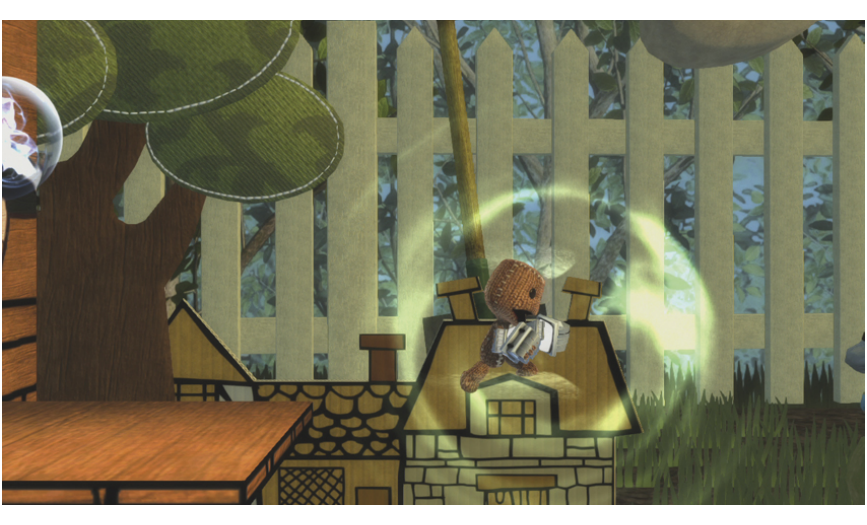
Gripple Grapple (↑ □) lifts your enemy into the air and works as a solid combo extender. Successfully completing this move against a grounded opponent is difficult, however. Sackboy fires his Gripple Grapple at a 90-degree angle to the floor, straight up into the air. If Sackboy's firing hand isn't directly next to the target, then the attack won't connect. The tip of the Gripple Grapple tracks airborne enemies slightly. It won't home in on an adversary's exact position, but it will lean in the enemy's direction in an attempt to make sure the attack connects.

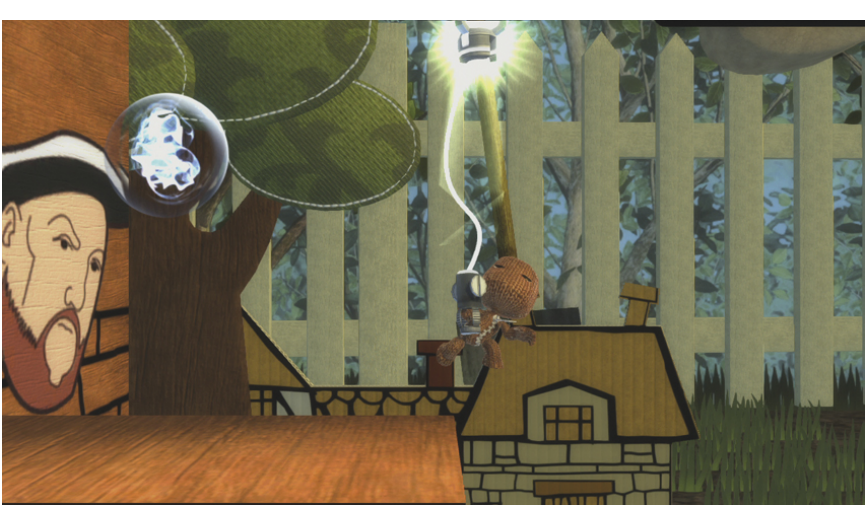
Slap Happy 1 (□) and Slap Happy 2 (□ , □) are Sackboy's most basic Attacks. This quick one-two attack lifts opponents upon completion of the second hit. In a close-quarters situation or in a corner, this gives you a chance to follow up with a Gripple Grapple and then transition into a proper aerial combo.

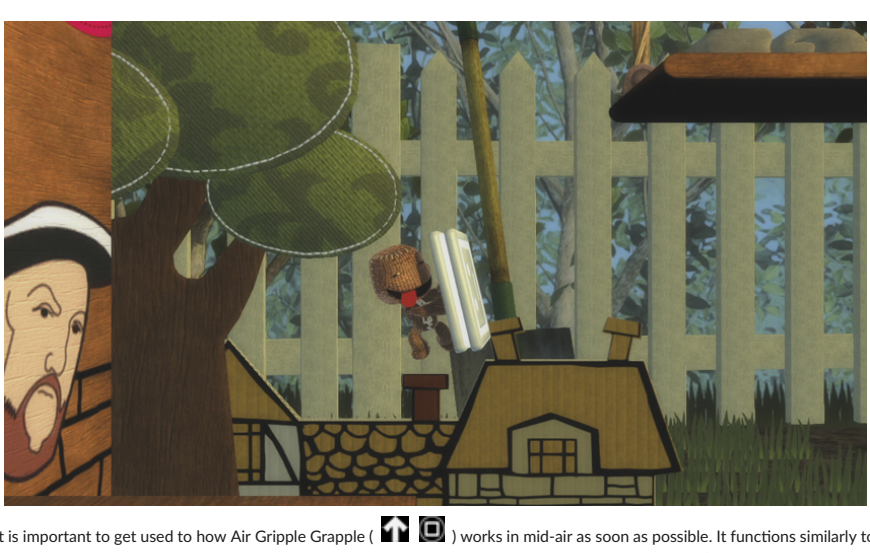
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Spinning Slap	Air □	20	—	KD	—	—
2	Air Grabinator Grab	Air → □	5, 20	—	KD	—	—
3	Air Gripple Grapple	Air ↑ □	5, 20	Tracks opponents slightly	Lift	—	—
4	Air Bounce Pad Shield	Air ↓ □	30	Two-second duration; reflects projectiles	Eject tornado	—	Reflected projectiles retain their original properties









It is important to get used to how Air Gripple Grapple (↑ □) works in mid-air as soon as possible. It functions similarly to the grounded Gripple Grapple, but utilizing it in mid-air means that you need to learn to judge Sackboy's height and whether or not he'll be able to perform the move before he hits the ground. Take into account the height of your foe and how close they are to hitting the ground, as well.

Air Bounce Pad Shield (↓ □) sends enemies flying in an eject tornado. This move remains ultra-useful, especially when battling adversaries that are fond of jumping in with Combos or using mid-air dashes to close the distance. Keep the command for Air Bounce Pad Shield in the back of your mind, and be ready to whip it out at a moment's notice. It may just save the day and give you the space you need to take the advantage in heated match play.

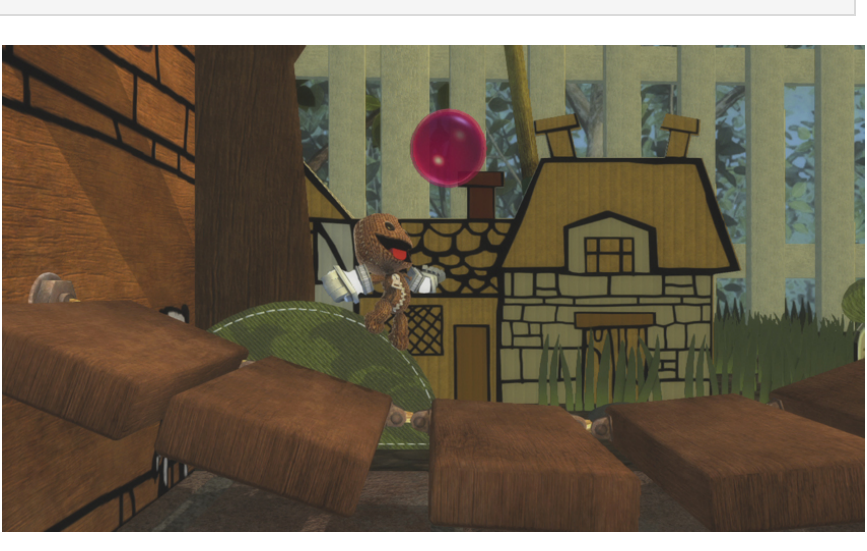
If you've got an enemy that excels at air combos and likes to take to the air to begin their Attacks, hit them with Air Grabinator Grab (→ □). This throw forces both Sackboy and the enemy to the ground very quickly, and then Sackboy bodyslams the foe to end the move with a knockdown state. This throw moves relatively quickly and is a great way to encourage your foes to stay out of Sackboy's airspace.

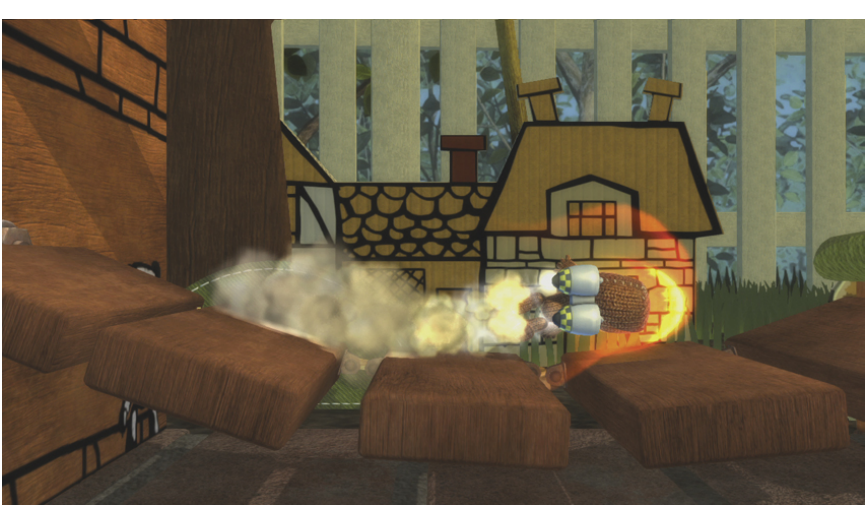
Spinning Slap (□) is another move that ends in a knockdown. It hits just once for 20AP, and Sackboy is forced to the ground after performing the attack. This move is a little trickier to land than the Air Grabinator Grab, as a result of Sackboy's minor wind-up before hitting the enemy. Don't let that deter you—this is a nice anti-air alternative to Air Grabinator Grab.

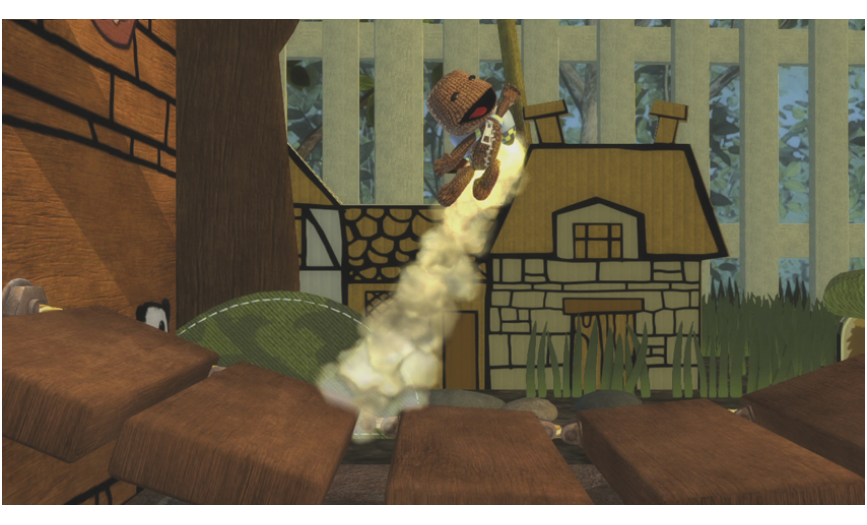
△ : TRIANGLE ATTACKS

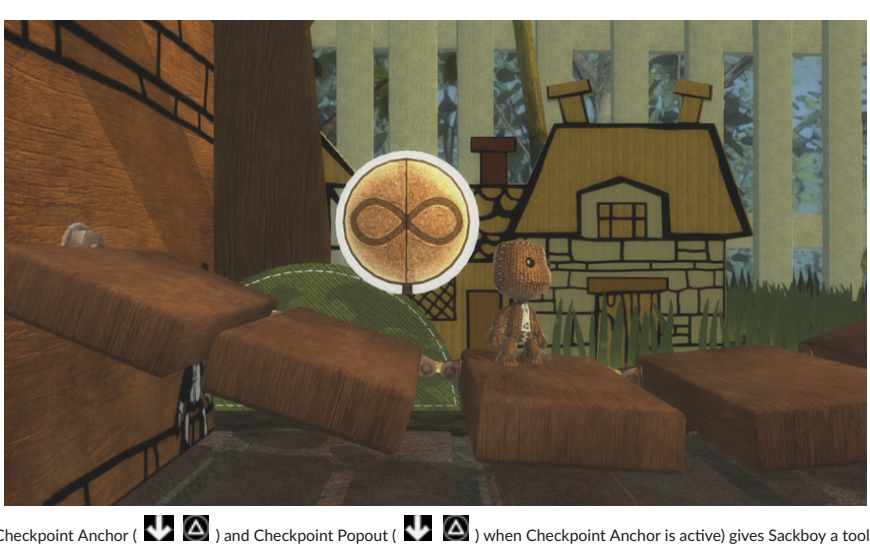
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Jam Session	△	25	Jam ball active for two seconds; bounces off surfaces	—	—	Long start-up
2	Jetpack Corkscrew	→ △	20	Dash forward	Butt-drop	—	—
-	Redline Corkscrew	(hold) → △	30	Dash forward; charge increases distance and AP gain	Eject tornado or guard break	—	Passes through foes
3	Jetpack Jump	↑ △	20	—	Full launch	—	Cannot act until grounded
4	Checkpoint Anchor	↓ △	—	Checkpoint has 40AP of armor	—	—	—
-	Checkpoint Popout	(Anchor present) ↓ △	—	Sackboy teleports to Checkpoint	—	—	Sackboy vulnerable when popping out of Checkpoint









Checkpoint Anchor (↓ △) and Checkpoint Popout (↓ △) when Checkpoint Anchor is active) gives Sackboy a tool that most other characters can't match: a teleport. Press ↓ △ to place a Checkpoint. They can be placed in mid-air, at ground level, or anywhere you like, as long as you can access that area. Press ↓ △ again to pop out of the Checkpoint. Sackboy is vulnerable for a brief moment after exiting a Checkpoint, but as soon as the Checkpoint begins fading, he can start attacking. Checkpoint Anchor can be used to get back into the thick of things or to escape danger. The implementation is entirely up to you.

Jam Session (△) is an unorthodox projectile. Sackboy summons a ball made of jam, tosses it into the air, and spikes it toward the ground. It may hit an enemy directly if that enemy is close enough, or it may bounce along the ground for a couple seconds before dissipating. The long start-up period is counteracted somewhat by the 25AP gain once the move hits an adversary, but this is not a move you necessarily want to use when Sackboy is up close to a foe. Use this move to keep your enemies from blindly rushing in from a distance. Force them to jump in on Sackboy, and retaliate with an anti-air.

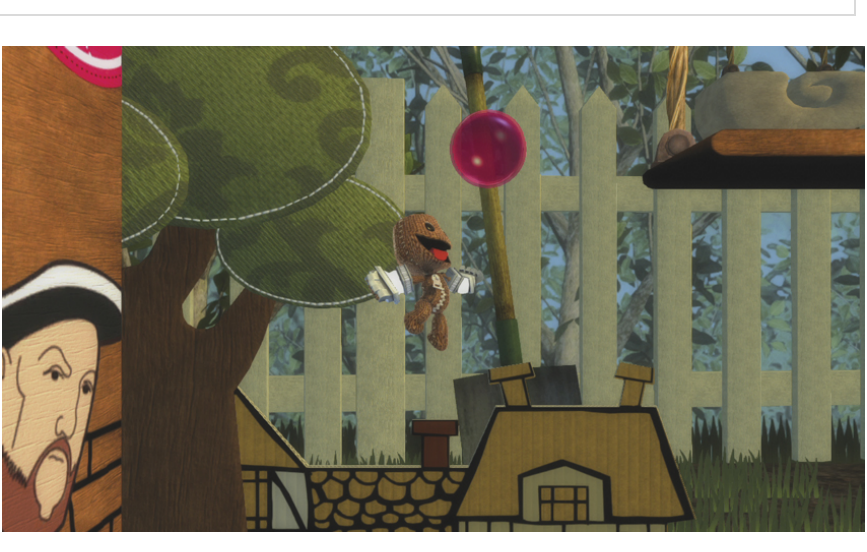
Jetpack Jump (↑ △) is a great combo opener or extender. Sackboy rockets into the sky, launching the enemy in the process, and can follow up with another attack as soon as he touches the ground. Performing two Jetpack Jumps in a row is an easy way to get the height needed for a solid air combo.

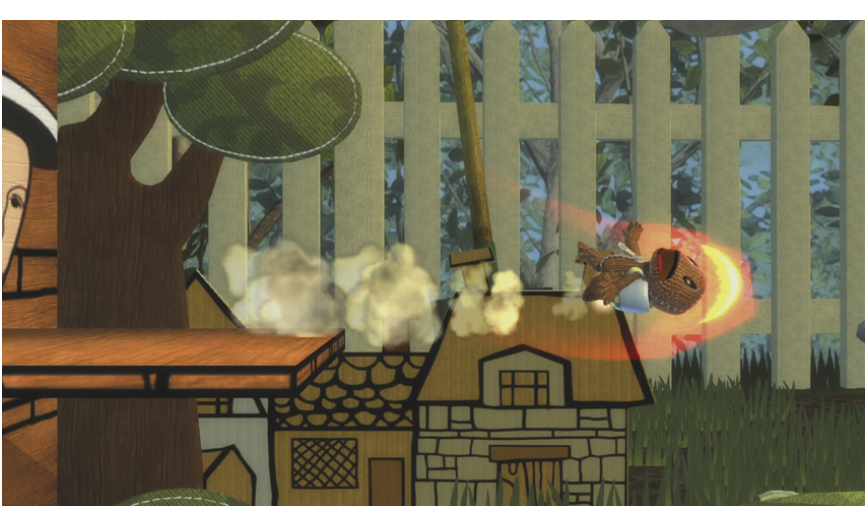
Jetpack Corkscrew (→ △) is a good combo opener, too, and its Redline Corkscrew variation (hold → △) is great for punishing an opponent that

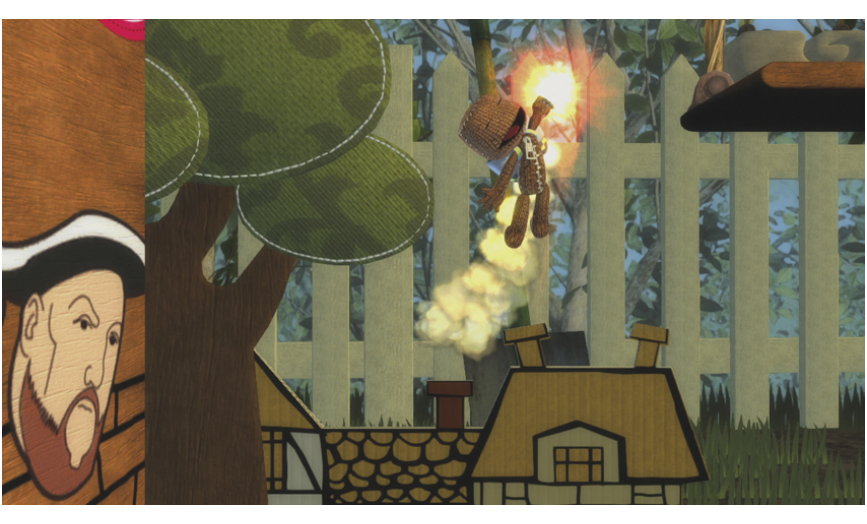
spends too much time blocking.

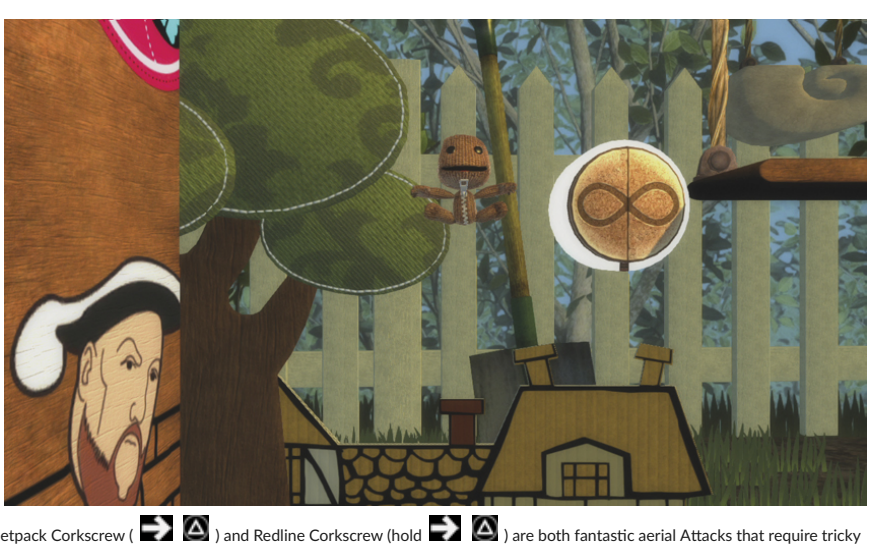
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Jam Session	Air △	25	Jam ball active for two seconds; bounces off surfaces	—	—	Long start-up
2	Air Jetpack Corkscrew	Air → △	20	Dash forward	Butt-drop	—	—
-	Air Redline Corkscrew	Air (hold) → △	30	Dash forward; charge increases distance and AP gain	Eject tornado; guard break	—	Passes through foes
3	Air Jetpack Jump	Air ↑ △	20	—	Lift	—	Long recovery
4	Air Checkpoint Anchor	Air ↓ △	—	Checkpoint has 40AP of armor	—	—	—









Jetpack Corkscrew (→ △) and Redline Corkscrew (hold → △) are both fantastic aerial Attacks that require tricky timing to pull off correctly. Sackboy charges briefly as his jetpack powers up when performing Jetpack Corkscrew, which can give enemies a chance to fall past Sackboy or escape using a type of air dash, if available. Redline Corkscrew is a great move to use when jumping in on a pack of challengers. Sackboy falls slower than normal when charging Redline Corkscrew, so if you begin charging at the top of his jump, the attack is going to be ready to go when Sackboy hits the ground.

Air Checkpoint Anchor (↓ △) and Air Checkpoint Popout (↓ △) are just as useful as they are on the ground, if not even more useful. Creating a Checkpoint in mid-air can give Sackboy a bit of breathing room immediately after teleporting and may allow him to escape to safety when in danger.

In addition, it's harder for enemies to hit a Checkpoint that's suspended in mid-air without being attacked themselves.

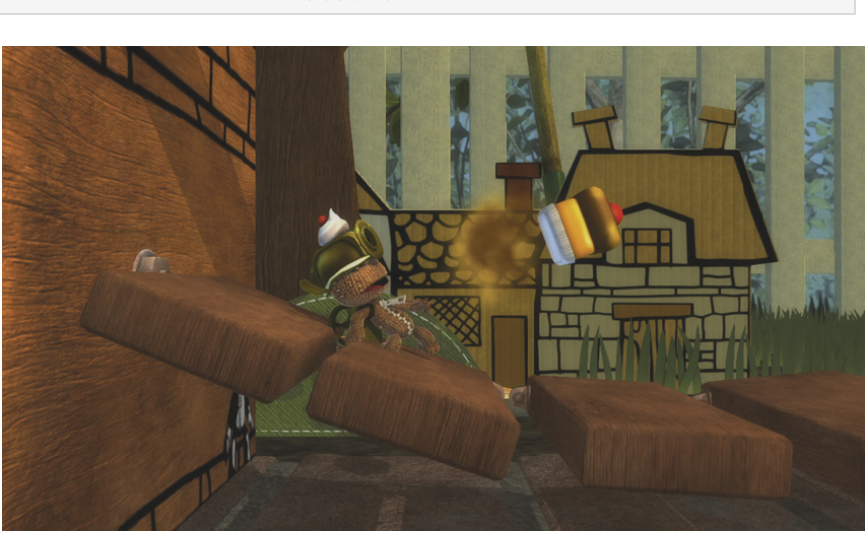
Use Air Jetpack Jump (↑ △) to provide a nice finale to your air Combos. Sackboy pinwheels to the ground after successfully completing the attack. If the Air Jetpack Jump connects, Sackboy should hit the ground before the enemy and be prepared for a follow-up attack by the time his adversary lands.

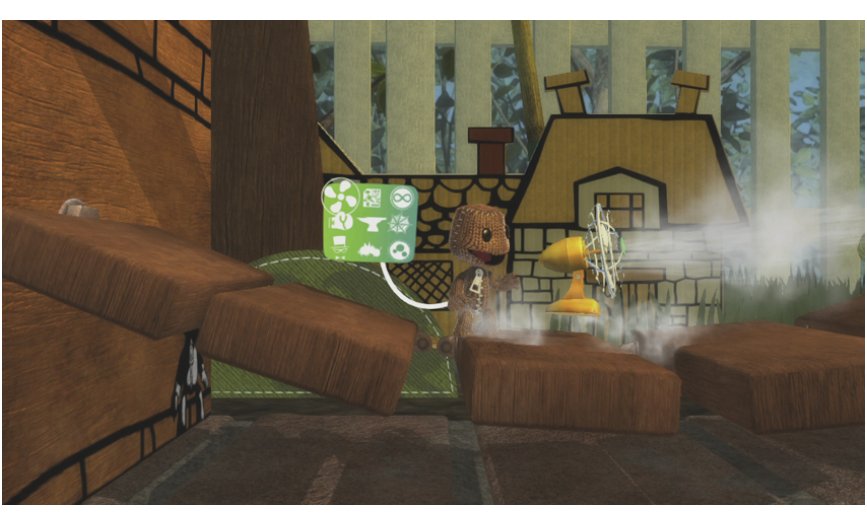
Like the mid-air Jetpack Corkscrew, there is a brief delay while Sackboy winds up before Jam Session (△) is truly active. Jam Session is best used to fend off an enemy before they attack, rather than getting someone out of Sackboy's general area on short notice. If you notice a bunch of adversaries battling each other and leaving Sackboy alone, pitch a few Jam Sessions their way to get their attention and score some free AP.

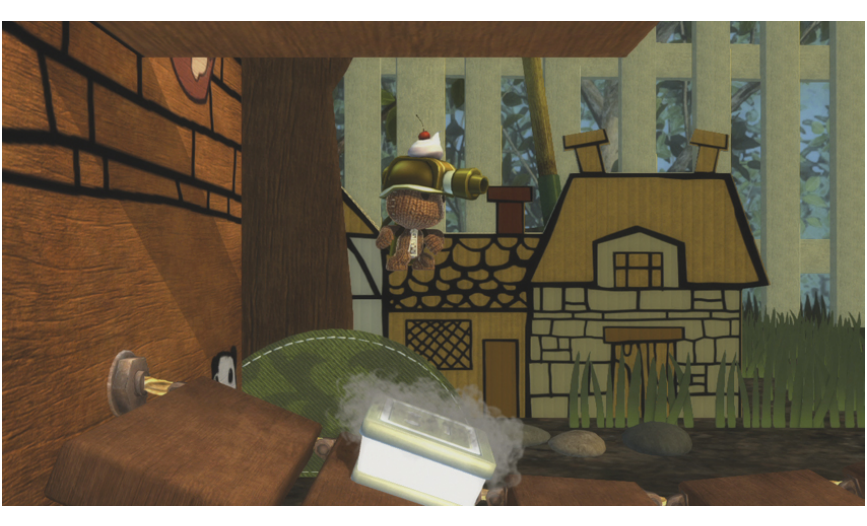
○ : CIRCLE ATTACKS

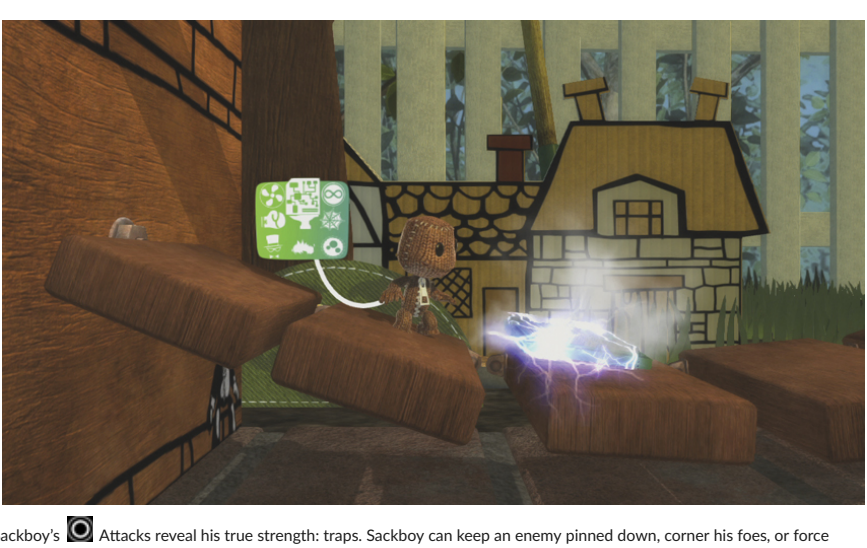
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Cakeinator	○	25	Cake sticks to walls, ceilings, platforms; active until attacked or hit	Butt-drop	—	Places Sackboy in butt-drop state when fired
2	Air Shooter	→ ○	—	Pushes characters and physical objects along at high speed	—	—	—
3	Bounce Pad Bounce	↑ ○	—	Bounces characters to double jump height twice before breaking	—	—	Counts as double jump; opponents can bounce off pad without ill effect
4	Electric Panel	↓ ○	5	Active once grounded and until hit	—	Shock	—









Sackboy's ○ Attacks reveal his true strength: traps. Sackboy can keep an enemy pinned down, corner his foes, or force adversaries to move about the stage according to his will, and his ○ Attacks are a crucial part of achieving those effects.

The first tool is his Cakeinator (○). This is only a relatively safe move, as enemies are forced to butt-drop once the move hits, but Sackboy butt-drops from the force of launching the cake. However, the cake remains in place if the attack whiffs, and can even stick to walls, floors, and platforms. Intentionally whiff Cakeinator to set up a trap for your opponent. If they can't get to Sackboy without being forced to butt-drop, then you have the advantage.

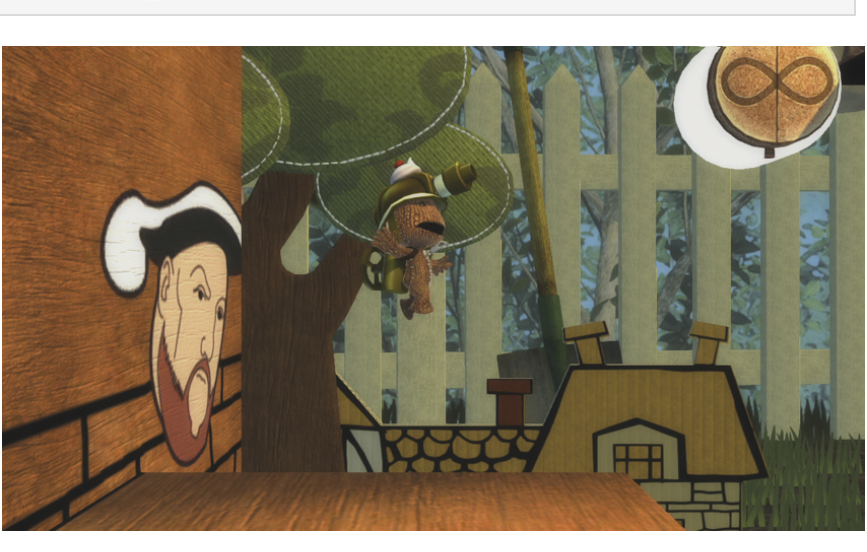
Use Air Shooter (→ ○) to totally disrupt a match. This innocent fan can push characters and objects, including Sackboy, along at high speed. This can throw off someone else's combo or let you ambush an enemy when they least expect it.

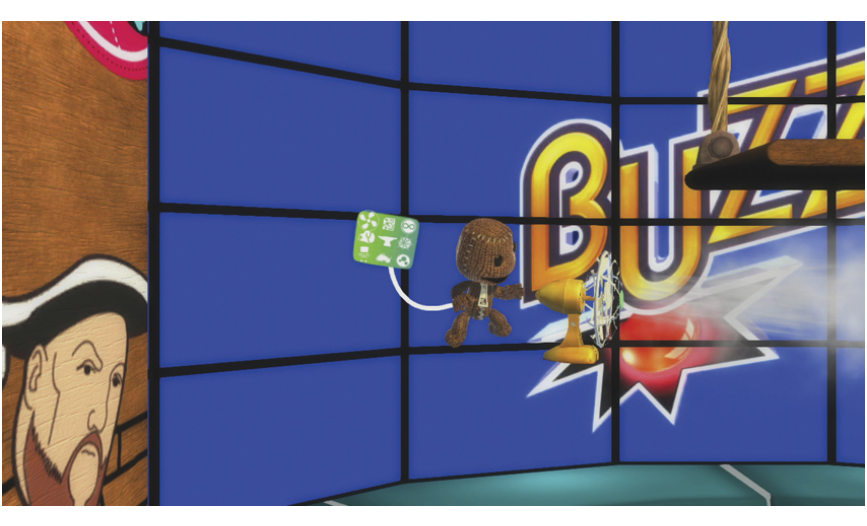
Sackboy has two types of pads at his beck and call: Bounce Pad Bounce (↑ ○) and Electric Pad (↓ ○). Bounce Pad Bounce is a pad that can near-instantly skyrocket a character to double jump height. Electric Pad, on the other hand, shocks a foe when they touch it, locking them in place for a brief moment.

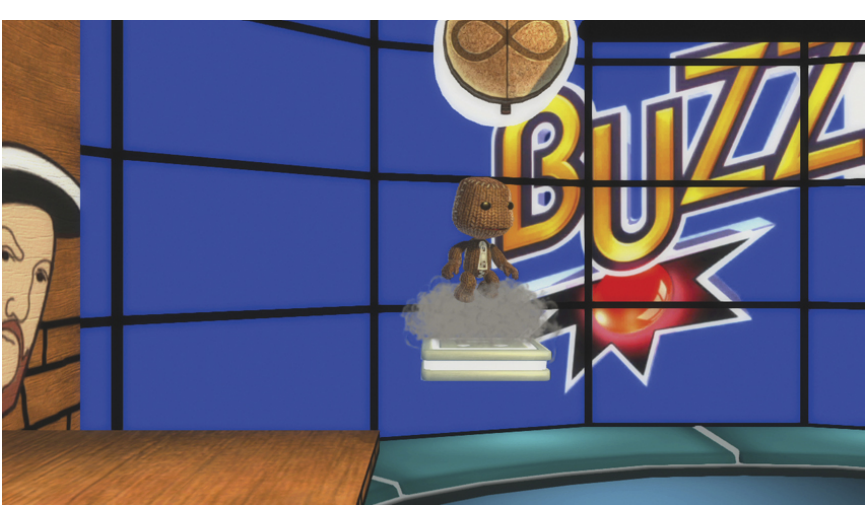
All of these moves are great for disrupting a fight. Drop an Air Shooter close to a character that is trying to begin a combo on someone else to halt the proceedings, or use the Electric Pad to prevent enemies from sneaking up on Sackboy from behind.

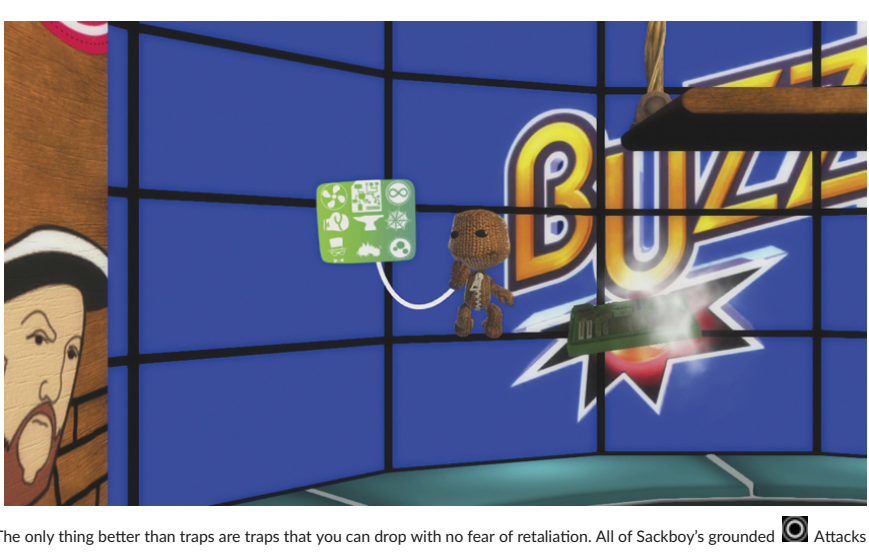
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Cakeinator	Air ○	25	Cake sticks to walls, ceilings, platforms; active until attacked or hit	Butt-drop	—	Cannot act until grounded; cannot hold ↓ to pass through thin platforms
2	Air Air Shooter	Air → ○	—	Pushes characters and physical objects along at high speed	—	—	Fan falls from point of activation
3	Air Bounce Pad Bounce	Air ↑ ○	—	Bounces characters to double jump height twice before breaking	—	—	Cannot use if double jump already used in air; Bounce Pad falls to ground
4	Air Electric Panel	Air ↓ ○	5	Pad not active until grounded	Shock	—	—









The only thing better than traps are traps that you can drop with no fear of retaliation. All of Sackboy's grounded ○ Attacks are also usable in mid-air, and properly utilizing these AIR Attacks increases the odds of Sackboy dominating a match.

Air Bounce Pad Bounce (↑ ○), for example, forces opponents to leap into the air. If you were to have Sackboy jump over a group of battling enemies and drop an Air Bounce Pad Bounce, then whichever character it hits goes flying into the air, ready and waiting for your air combo or downward smash. You can set up your foes to be hit by other challengers in mid-air.

Sending an Electric Pad (↓ ○) downward is another great maneuver. Properly timed, you can shock an enemy and have Sackboy hit the ground before they're unfrozen. At that point, you can attack at will. The same is true of an aerial Air Shooter (→ ○). You can push opponents into position in mid-air and then take advantage of their momentary confusion. You can also push foes out of position—if you can predict when an enemy is going to jump in, you can meet that enemy with an Air Shooter in mid-air and force them away.

If you're having trouble fending off attackers, Air Cakeinator (○) is a great way to plant traps from relative safety. If Sackboy is in a safe area, leap into the air and fire an Air Cakeinator at your opponents. This serves to keep enemies away from Sackboy while you earn AP. Enemies can attack the cake to make it go away, but most won't want to risk the damage and will instead choose to jump over it on pure instinct, giving you a chance to use an Air Shooter to knock them back into the cake trap.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↓ ○ , □ , □

45AP

Keep it simple. Use an Electric Pad (↓ ○) to lock your opponent in place, and then move in with a Slap Happy 2 (□ , □). This move requires very little effort for a pretty decent payday of 45AP. Considering that Sackboy's Level 1 Super attack only requires 100AP, performing this combo once puts you well on your way toward earning a solid kill or two. When you mix this combo up with Sackboy's

traps, you can quickly rack up AP and punish your foes at will with a Super attack.

II. Against grounded foe: ↑ △ , ↑ △ , ↑ □

65AP

This combo requires careful timing. If you're a moment late, you may whiff the second Jetpack Jump (↑ △) or the Gripple Grapple (↑ □) at the end. If you see the target perform an air recovery after the first Jetpack Jump, you waited too long and should immediately prepare for your enemy to counterattack. To ensure that this combo hits cleanly, try to hit enemies that are coming down for a jump or in the middle of an attack. Once you nail the second Jetpack Jump, go for the Gripple Grapple to top things off and earn a total of 65AP.

III. Against jumping foe: ↑ □ , □

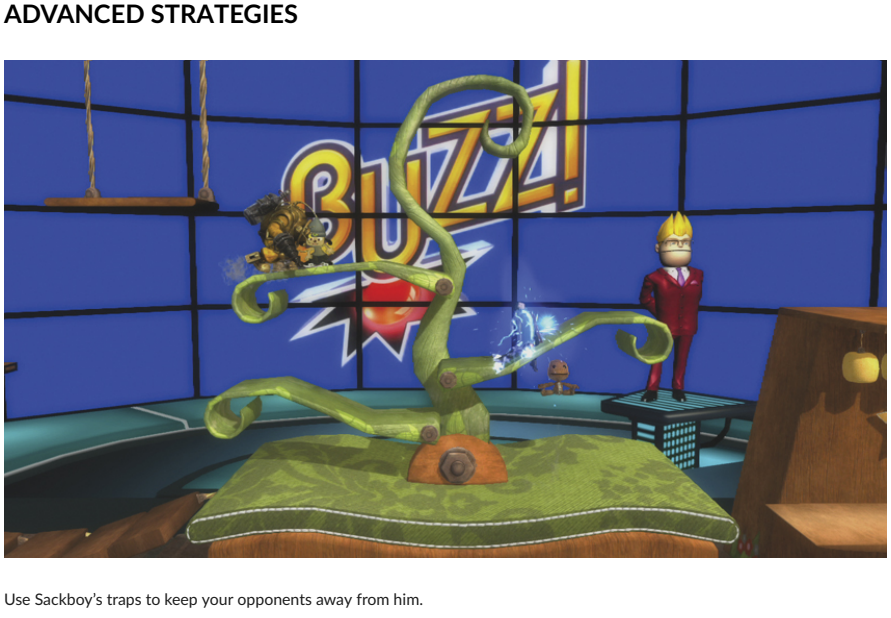
45AP

Punish jump-happy enemies with this quick combo and earn almost half of the AP needed to fill Sackboy's Level 1 Super Meter at the same time. When you see an enemy jumping in on Sackboy, or simply jumping above Sackboy, fire the Gripple Grapple (↑ □) to pull Sackboy up to their position and lift the target into the air. After that, simply press □ to slam your foe to the ground with a Spinning Slap (□ in mid-air) and finish the combo.

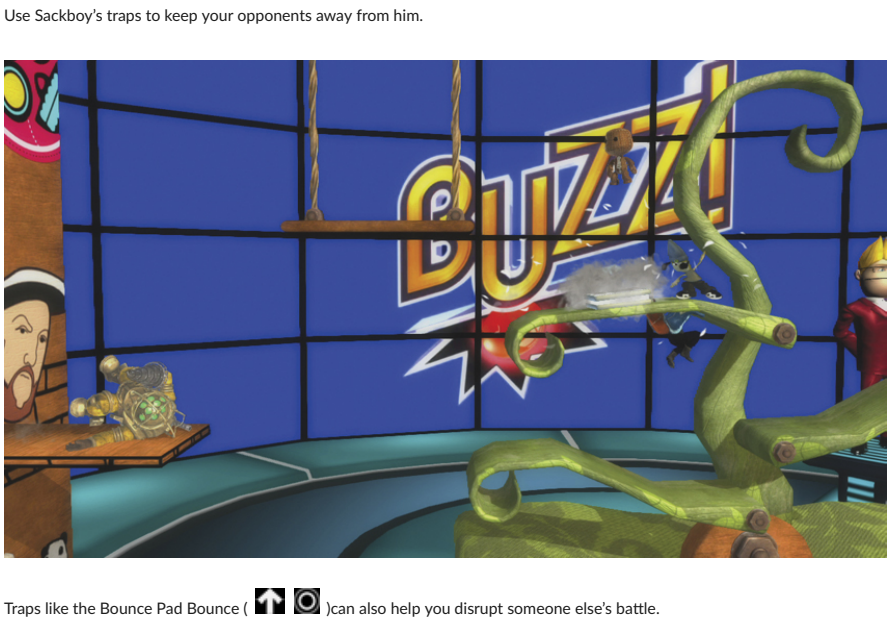
COMBO APPENDIX

Combo	+AP	Notes
↑ △, ↑ △, ↑ □, □	85	This variation on Combo I only works when near the corner. Use the wall to keep the enemy in range for the final □ .
↓ ○, ↑ △, ↑ △, ↑ □, □	90	For a little extra oomph, use an Electric Pad (↓ ○) to kick off this combo, but be sure that Sackboy is near the corner.

ADVANCED STRATEGIES



Use Sackboy's traps to keep your opponents away from him.



Traps like the Bounce Pad Bounce (↑ ○)can also help you disrupt someone else's battle.

Sackboy isn't a combo-focused character. He has a long start-up time on certain moves, he has long recovery periods for others, and his basic strings like Slap Happy 2 (□ , □) are very short.

This makes it tough to create long Combos that keep an enemy occupied while you earn massive amounts of AP. As a result, you must pursue a different strategy with Sackboy.

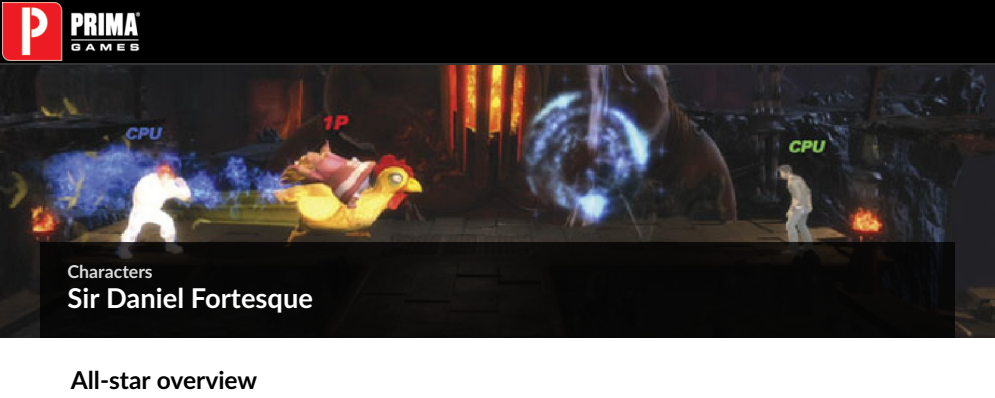
The centerpiece of your strategy should be Sackboy's traps, the vast majority of which are special moves that involve ○ . Air Shooter (→ ○), for example, is a valuable move when it comes to giving Sackboy the space he needs to operate. If you're fighting against a player that is continually performing long Combos on you, drop an Air Shooter at their feet the next chance you get. They'll be blown away, and you should still have time to utilize the Air Shooter yourself to sprint after that and perform a combo or ejection of your own.

Don't underestimate the power of Electric Pad (↓ ○), either. It appears a short distance in front of Sackboy, and Sackboy is invulnerable to its effects. Any enemy that touches it, however, is shocked, opening them up to your best combo. You should always have an Electric Pad out, no matter what type of player you are, even though it only earns you 5AP. Shocking foes is a tried and true way to start a combo, and even if you aren't ready to attack, in a four-player melee situation, someone else will take advantage of the enemy you trapped. If you're playing 2v2, use Electric Pads to set up your target for your partner.

Another good move for 2v2 is the Bounce Pad Bounce (↑ ○). Like the Electric Pad, it's good for setting up enemies for Attacks, but it's also a great escape hatch. If you're getting hammered or stuck in a corner, drop a Bounce Pad Bounce to launch Sackboy into the air and then escape.

The ultimate escape hatch, however, is Sackboy's Checkpoint Anchor (↓ △). This move gives Sackboy an unprecedented amount of freedom, though it isn't without its own minor level of risk. Sackboy is vulnerable after performing a Checkpoint Popout (↓ △), so you need to be certain that you've placed the Checkpoint Anchor in a safe place. Double jump before setting the Checkpoint Anchor. This prevents opposing characters from easily destroying the Checkpoint, and it also gives Sackboy time to recover from teleporting on the way down to the ground.

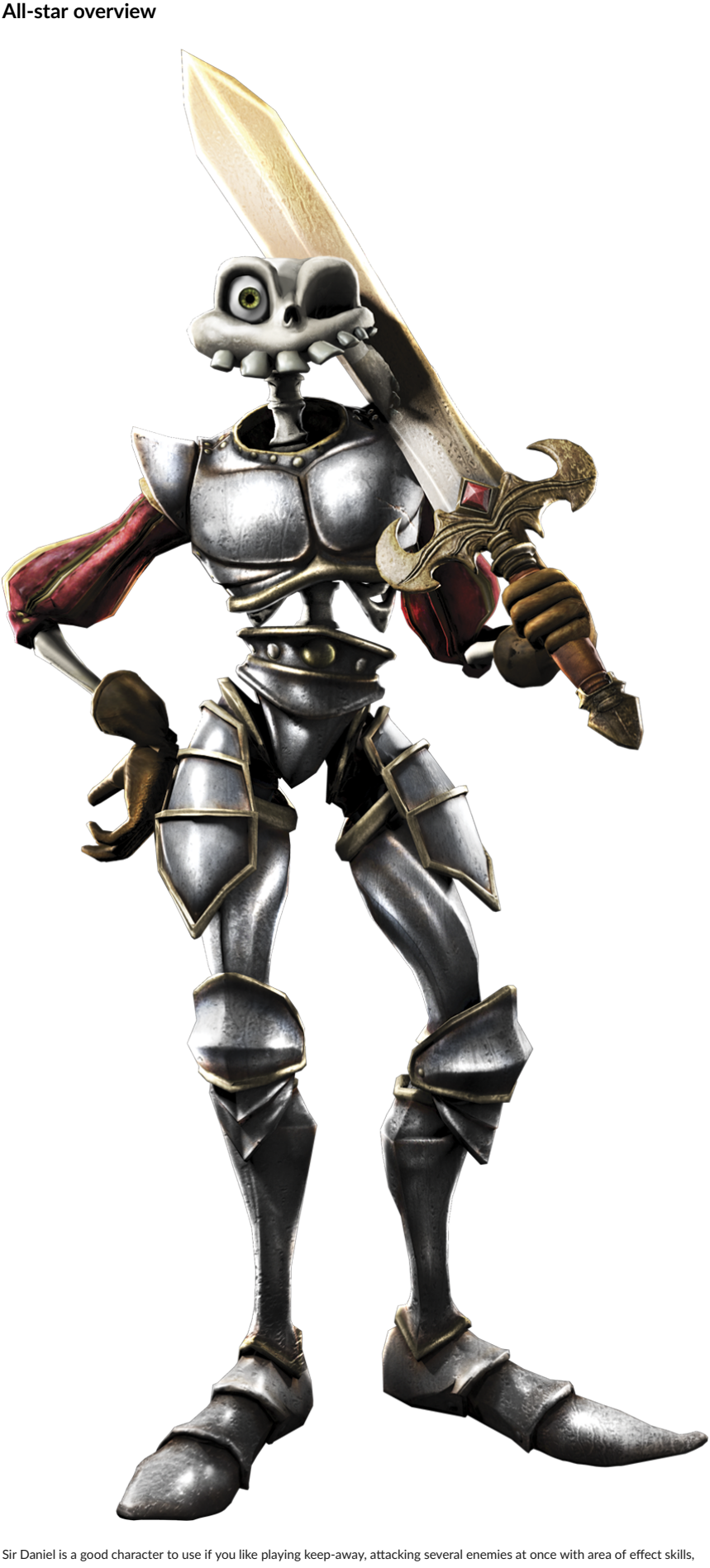
Your goal is to earn 100AP as quickly as possible and then trigger Sackboy's Level 1 Super attack. Sackboy earns AP at a pretty decent clip, despite his weak combo game, so this should be no trouble at all. Try to earn another half a bar of Super Meter before activating your first Level 1 Super attack, since earning the next half will be much easier than starting from scratch. If you can avoid being trapped by your challengers, this method should allow you to get off to an early lead. After that, trigger your Super attack as soon as you hit Level 1, and find a likely target to maintain your lead.



Characters

Sir Daniel Fortesque

All-star overview



Sir Daniel is a good character to use if you like playing keep-away, attacking several enemies at once with area of effect skills, or going toe-to-toe with one opponent at a time. He's a slow AP earner and not particularly combo-friendly, so you need to be able to get in, earn AP, and get out without allowing your foes to earn any AP by locking you into a combo. Once you have the rhythm of earning AP with Sir Daniel down, you should build up a stock of 350AP so that you can use his Level 2 Super attack, Chalice of Souls.

WHAT MAKES CHALICE OF SOULS HIS GO-TO SUPER ATTACK?

- It comes out quickly, and Sir Daniel is protected from harm while it is active.
- In a full match, it generally results in a triple kill every time.
- The orbs that kill your foes automatically home in on them, giving you a breather to regroup and plot your next Attacks.

350AP SEEMS LIKE A LOT, AND SIR DANIEL DOESN'T EARN AP AS QUICKLY AS CERTAIN OTHER CHARACTERS. WHAT'S THE PLAN?

- Use Sir Daniel's area of effect Attacks to earn an AP bonus by attacking several characters at once.
- Perform quick Combos worth at least 40AP.
- Use Golden Shield for a minor AP bonus and to prevent your enemies from earning AP of their own.

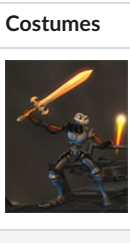
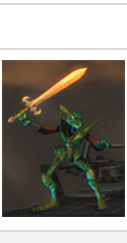
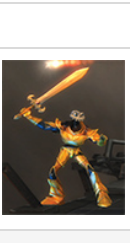
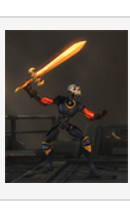
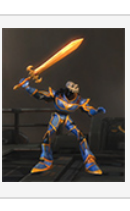
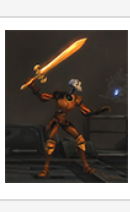
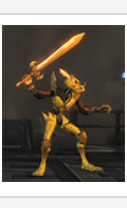
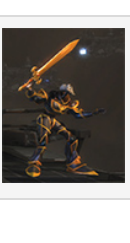
Sir Daniel can be tough to get used to, but he's a worthwhile character to learn. He is one of those characters that excels at operating on several levels at the same time. He can hammer one enemy, prepare an attack to knock another opponent away, and strike several challengers at once with an area

of effect attack shortly after. Stick to medium-close range, and essentially, be a pest. Hit enemies

even if you aren't looking to transition into a combo just so you can harvest AP.

AT A GLANCE

Costumes

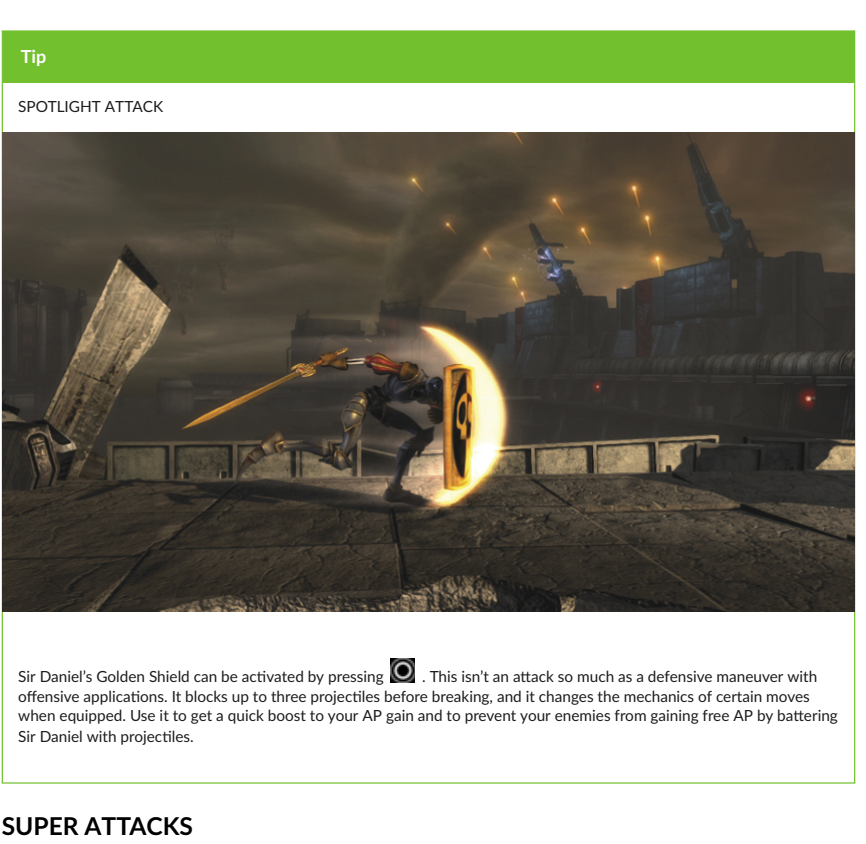
Rundown

- Name: Sir Daniel Fortesque
- Series: MediEvil
- Character Archetype: Close range, AoE Brawler
- AP Meter Level 1/2/3 Values: 125/350/675
- Rival Character: Radec
- Best Matchups: Ratchet
- Worst Matchups: Spike
- Best Level: Time Station
- Worst Level: Hades
- Priority Pickups: Boots of Hermes

A coward whose celebration as a hero was unearned, Sir Dan has been given a chance to redeem himself, proving in combat that he is worthy of his knighthood. He fights on behalf of his beloved homeland, Gallowmere, his oath to protect her intact despite her citizens' somewhat waning interest in gallantry.

Tip

SPOTLIGHT ATTACK

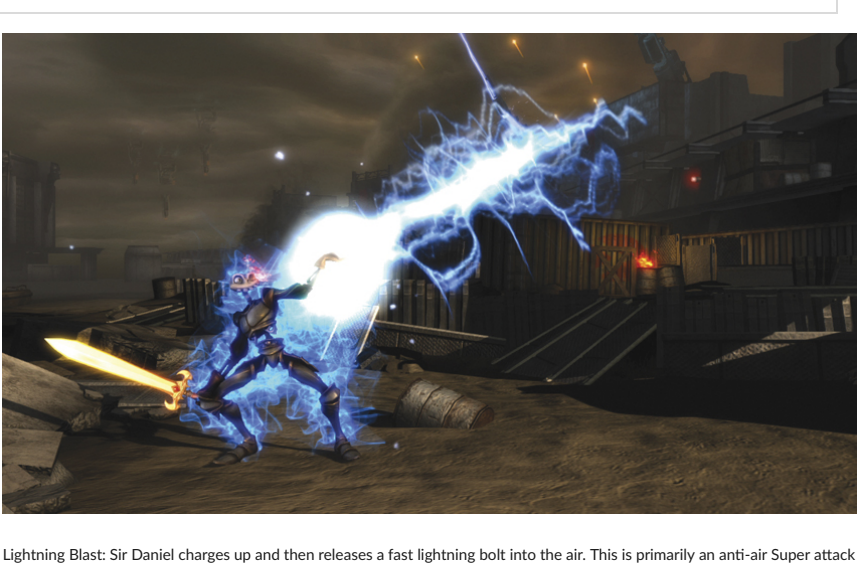


Sir Daniel's Golden Shield can be activated by pressing ○ . This isn't an attack so much as a defensive maneuver with offensive applications. It blocks up to three projectiles before breaking, and it changes the mechanics of certain moves when equipped. Use it to get a quick boost to your AP gain and to prevent your enemies from gaining free AP by battering Sir Daniel with projectiles.

SUPER ATTACKS

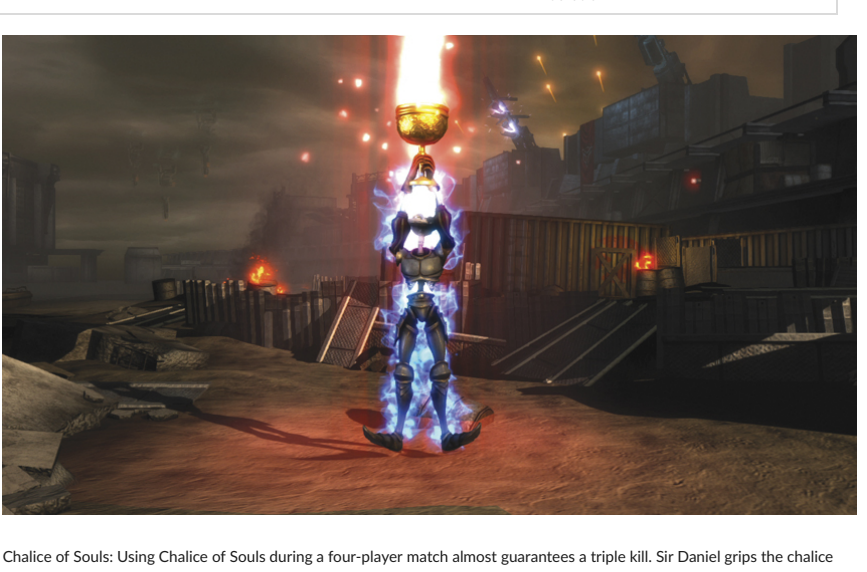
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	Lightning Blast	—	Use left stick to aim before pressing R2	Blast can be aimed ↖ , ↑ , or ↗



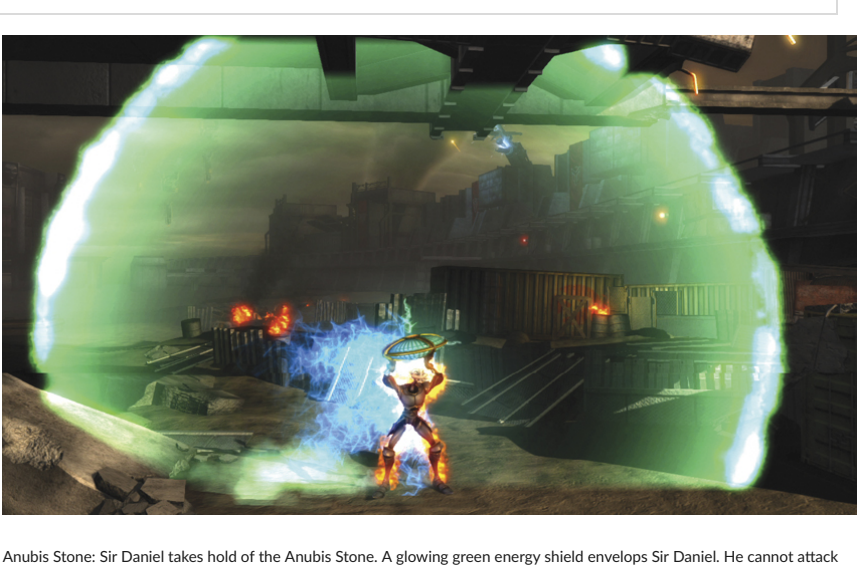
Lightning Blast: Sir Daniel charges up and then releases a fast lightning bolt into the air. This is primarily an anti-air Super attack and should be used accordingly, but if Sir Daniel is at point-blank range, this Super attack can hit grounded enemies, as well. If Sir Daniel is that close to the target, however, be careful. That's dangerous, and Sir Daniel may not be able to successfully pull the move off without being countered. This is a good move to use when other characters are fighting on platforms above Sir Daniel.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	350	Chalice of Souls	3 seconds	—	Immune to attacks and throws for duration



Chalice of Souls: Using Chalice of Souls during a four-player match almost guarantees a triple kill. Sir Daniel grips the chalice and raises it into the air. Red energy then skyrockets into the air and individual orbs split off, streaking toward each enemy on-screen. Upon impact, the adversary is killed. The maximum number of kills this attack can give you is three. Sir Daniel is protected from attacks and THROWS while holding the chalice, so this is a remarkably safe move to use.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	675	Anubis Stone	12 seconds	Movement OK, cannot attack	Keep enemies in green field to kill



Anubis Stone: Sir Daniel takes hold of the Anubis Stone. A glowing green energy shield envelops Sir Daniel. He cannot attack while holding the Anubis Stone, but enemies that are within the energy shield for longer than a few short moments are killed. This attack lasts 12 seconds, so get Sir Daniel close to his foes and make sure that he earns his kills. Getting a triple kill may be tough if your attackers scatter, so try to position Sir Daniel so that several enemies are being killed at once. Anubis Stone has a large area of effect, but you need to make sure your challengers stay within the sphere.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
The Punt	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	—

The Punt: Sir Daniel sets the enemy up and then gives them a solid punt that rockets them into the air. Though this move fully launches the foe, Sir Daniel doesn't have an anti-air or aerial attack fast enough to follow up on the move, so think of this throw as a good way to push enemies back when you're feeling overcrowded.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
The Rake	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject roll	—

The Rake: It's an unorthodox use of a sword, but Sir Daniel isn't one to choose tradition over efficiency. He knocks his enemy on the head, making them woozy, then plants his sword in the ground, bends it back, and lets it go. The sword slaps the opponent hard, making them eject roll away. This is a good keep-away tool.

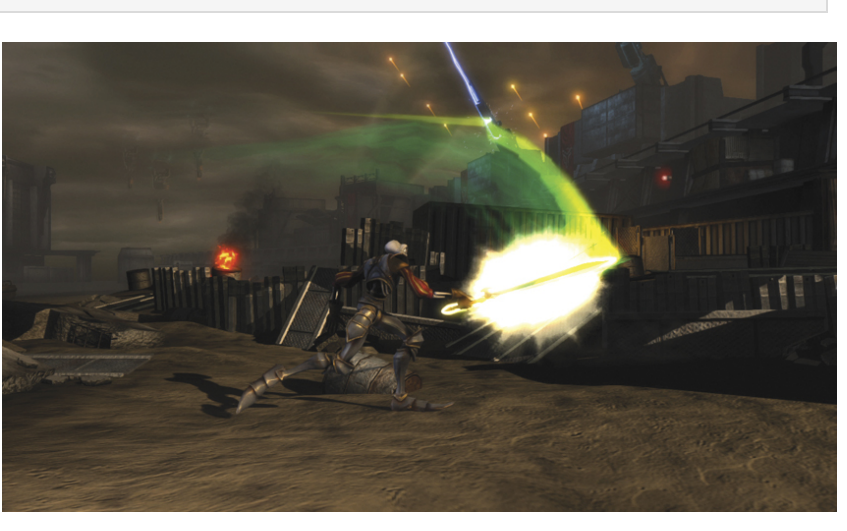
Name	Command	AP Penalty	Properties	Hit Effect	Notes
The Stomp	Right stick ↓	15%	Unblockable; 30AP of super armor	Bounce	—

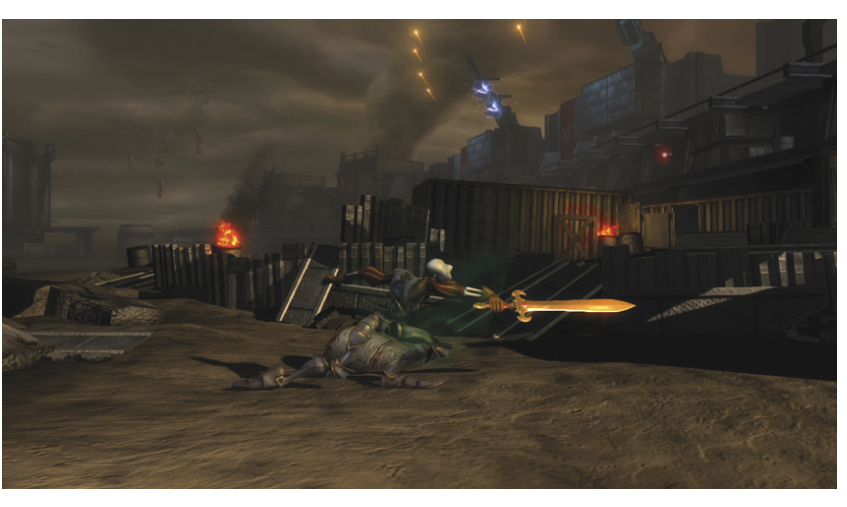
The Stomp: After bonking his enemy on the hand with the pommel of his sword, Sir Daniel then proceeds to jump up and down on the adversary several times, bouncing the enemy into the air on the last hit. Sir Daniel lands just as the foe's invincibility frames are active, making following up on this maneuver difficult.

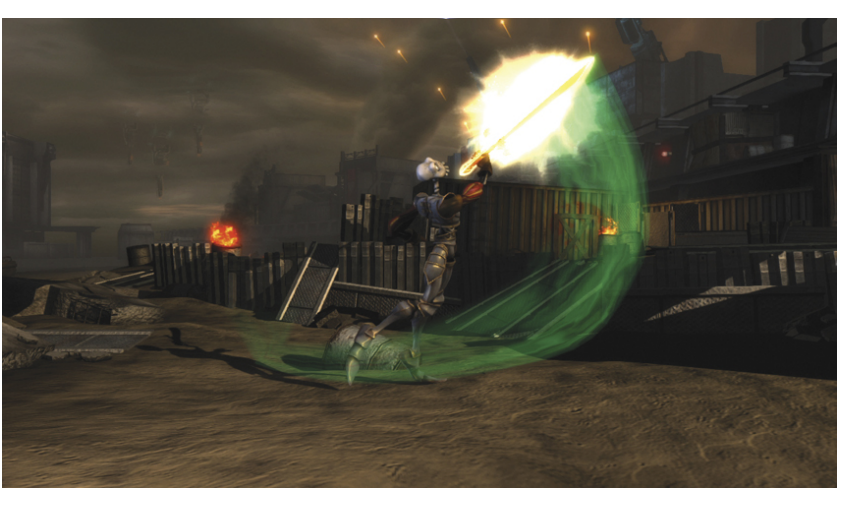
□ : SQUARE ATTACKS

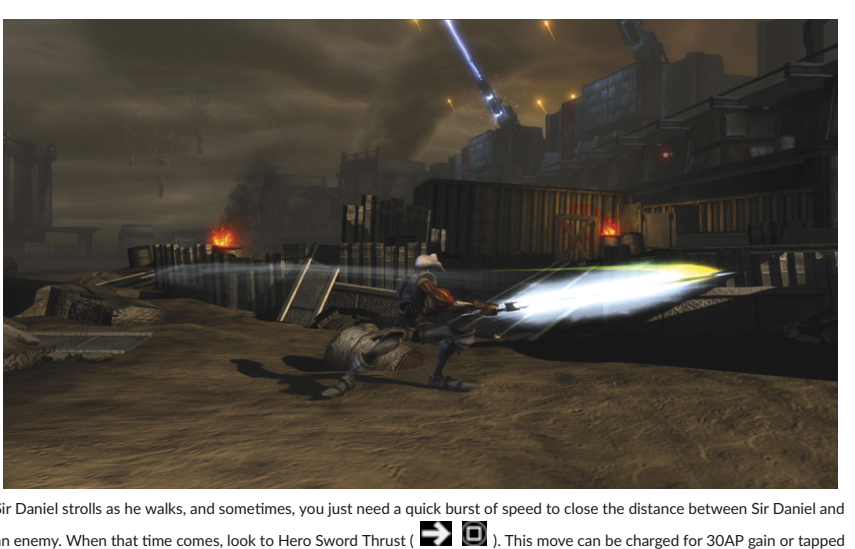
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hero Sword Slash 1	□	5	—	—	□	Can change direction between attacks by tapping ← or →
-	Hero Sword Slash 2	□ , □	5	—	—	□ , ↑ □	See above
-	Hero Sword Slash 3	□ , □ , □	20	—	KD	—	—
2	Hero Sword Thrust	→ □	20 (tap), 30 (charge)	Chargeable; charging increases distance and AP gain	Butt-drop (tap); eject roll or guard break (charge)	← , → , ✕	Cancels must be input during charge
3	Hero Sword Uppercut	↑ □	20	—	Lift	↑ □	Repeatable
4	Magic Sword Spin	↓ □	10	Hits in front or back	Sweep	—	Free to act once full rotation is complete









Sir Daniel strolls as he walks, and sometimes, you just need a quick burst of speed to close the distance between Sir Daniel and an enemy. When that time comes, look to Hero Sword Thrust (→ □). This move can be charged for 30AP gain or tapped for 20AP. Opponents butt-drop when struck by the tapped version and eject roll after the charged version. One particularly useful aspect of this move is that Sir Daniel can cancel out of the charge by pressing ← , → , or ✕ . If you choose to roll, then Sir Daniel rolls forward or backward at a fast speed. Use Hero Sword Thrust to create an opening where none existed before.

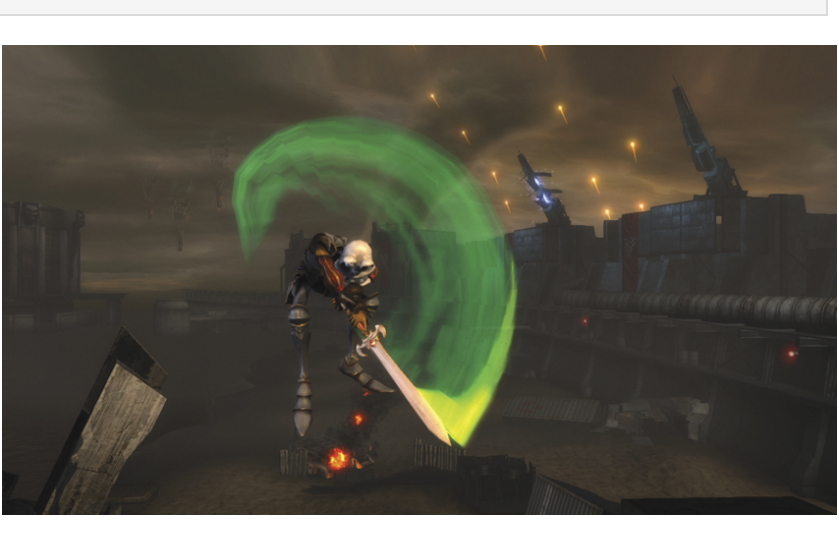
Hero Sword Uppercut (↑ □) is a reliable launcher. It lifts enemies into the air, and you can even perform it twice in a row for a basic combo. Sir Daniel is good at setting up adversaries for Attacks from other characters when he cannot follow up on his own.

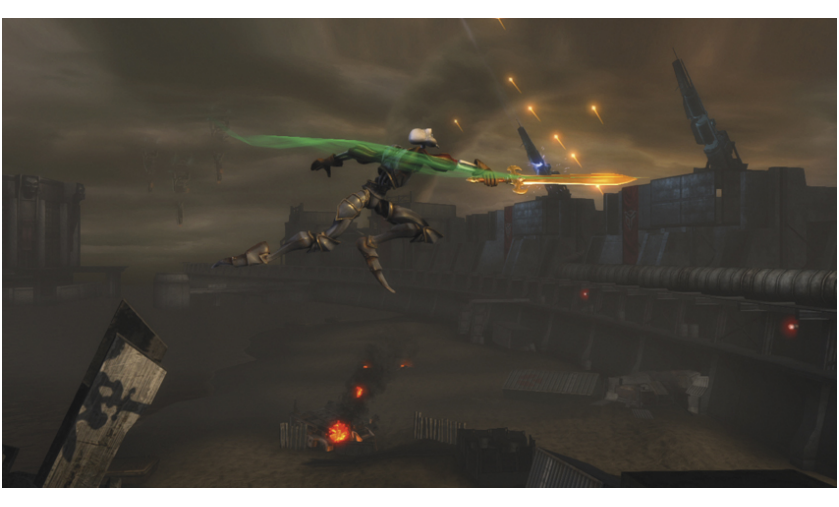
Even if you aren't in a 2v2 match, give some thought to popping foes up toward combo-heavy combatants. It's a strategy that can easily backfire if you do it too often, but it is a workable way to make sure that the most skilled player remains outnumbered and has trouble gaining AP. Don't be too friendly, however—only go for this strategy when one certain combatant is ruining everyone else's day.

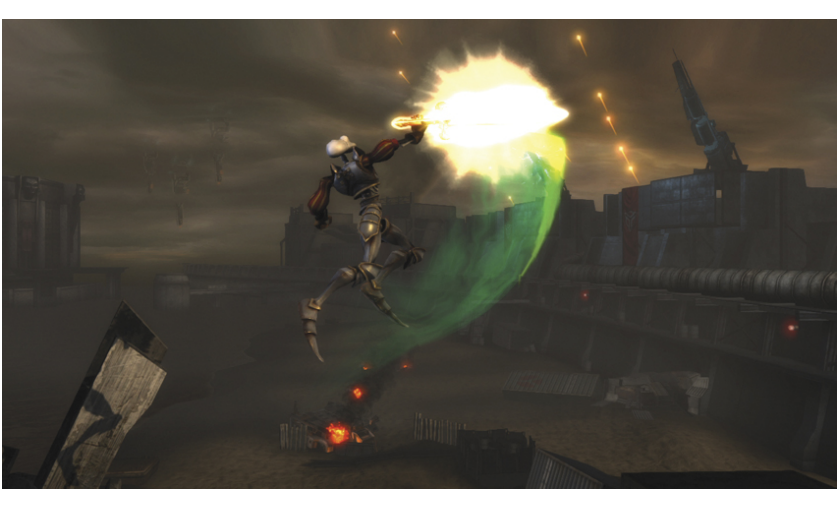
Since Sir Daniel's Magic Sword Spin (↓ □) hits in front and behind, use it whenever Sir Daniel ends up surrounded by enemies. It sweeps on impact, lifting the attacker slightly into the air and giving you a chance to perform a Hero Sword Slash 3 (□ , □ , □). Hero Sword Slash 1 (□), Hero Sword Slash 2 (□ , □), and Hero Sword Slash 3 are Sir Daniel's basic combo Attacks that fit almost any situation.

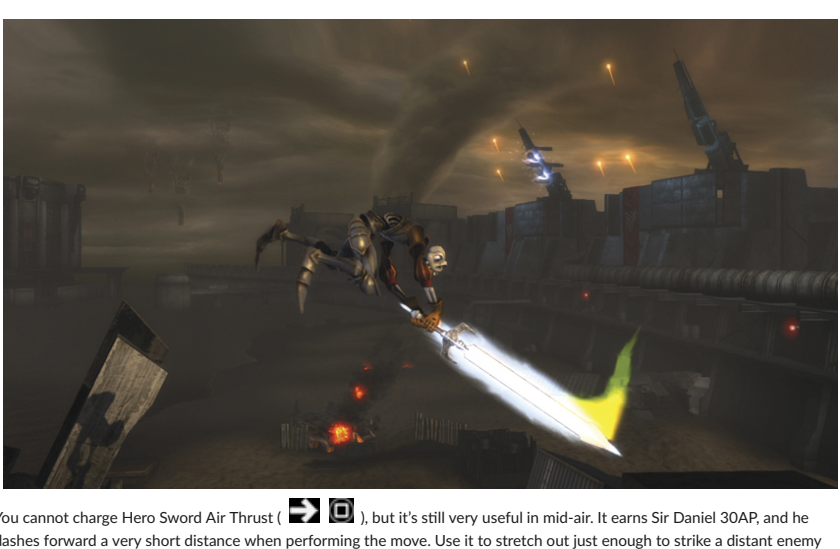
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hero Sword Air Slam	Air □	20	—	KD	—	Long recovery
2	Hero Sword Air Thrust	Air → □	20	—	Butt-drop; lift (aerial foe)	—	—
3	Hero Sword Air Uppercut	Air ↑ □	30	—	Eject tornado	—	—
4	Magic Sword Air Spin	Air ↓ □	20	—	Butt-drop; lift (aerial foe)	—	—







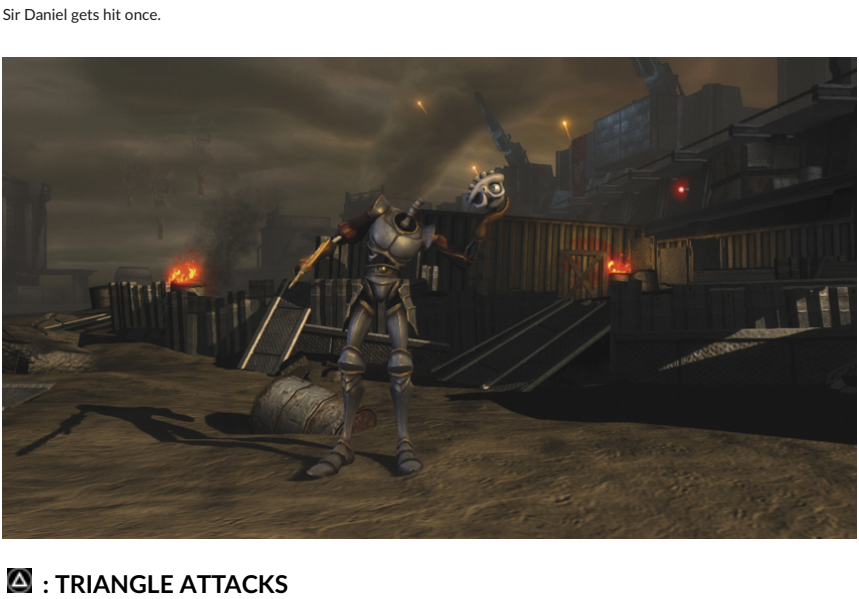


You cannot charge Hero Sword Air Thrust (→ □), but it's still very useful in mid-air. It earns Sir Daniel 30AP, and he dashes forward a very short distance when performing the move. Use it to stretch out just enough to strike a distant enemy and knock them out of the air. When you hit a grounded opponent with Hero Sword Air Thrust, they're forced into a butt-drop stagger.

To knock enemies out of the air quickly and safely, use Hero Sword Air Slam (□). Sir Daniel's air combo options are limited due to a lack of an aerial string that resembles Hero Sword Slash 3 (□ , □ , □). Hero Sword Air Slam is good for preventing foes from demolishing Sir Daniel with air Combos of their own. Its range is very good, and it can strike challengers from above, below, or directly from the side.

If you're looking for a move with a far-reaching range, look to Magic Sword Air Spin (↓ □). Sir Daniel traces a wide arc that can hit enemies in front, behind, and below him. Grounded targets butt-drop after being hit, and you can easily catch several adversaries at once with a single swing.

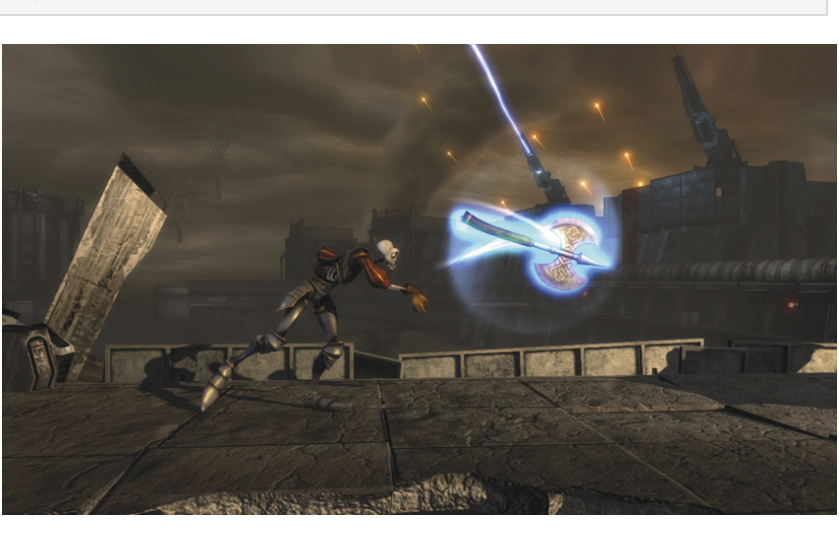
Hero Sword Air Uppercut (↑ □) has a smaller effective range than Magic Sword Air Spin, and Sir Daniel doesn't travel through the air when performing it. It's a simple mid-air attack that strikes once, earning Sir Daniel 30AP and leaving enemies in an eject tornado in the process. It's a nice mid-air attack that can knock other combatants out of their own Combos before Sir Daniel gets hit once.

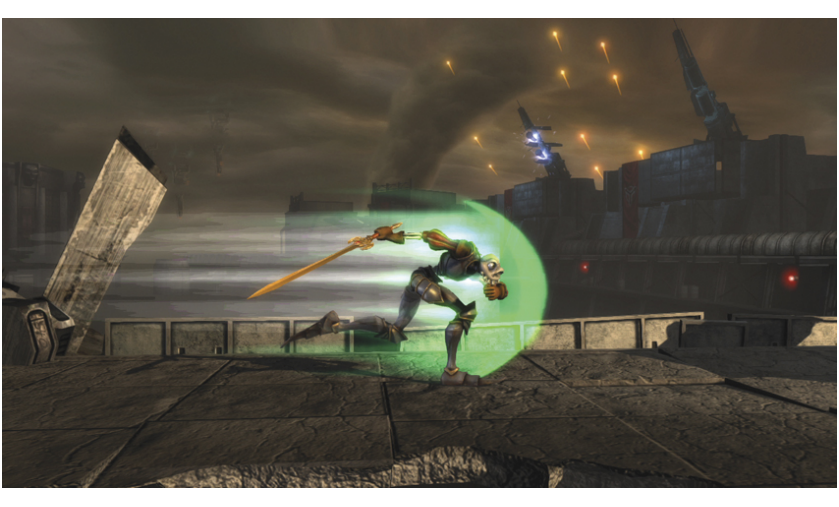


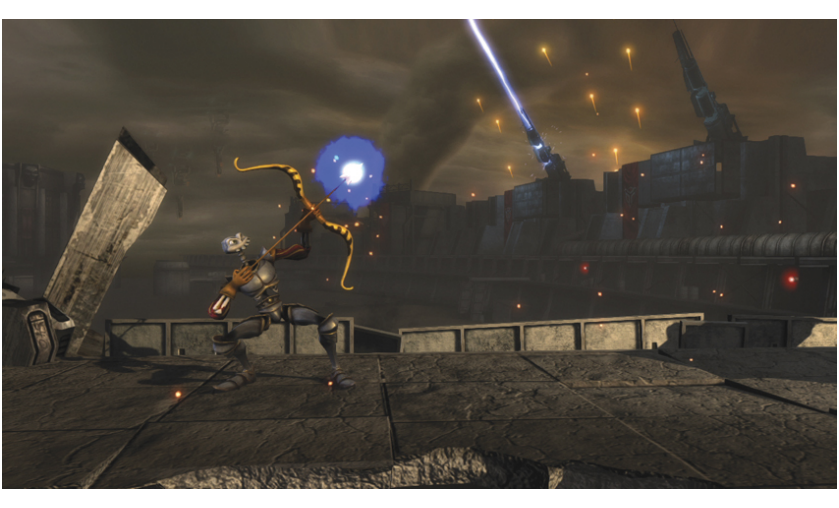
△ : TRIANGLE ATTACKS

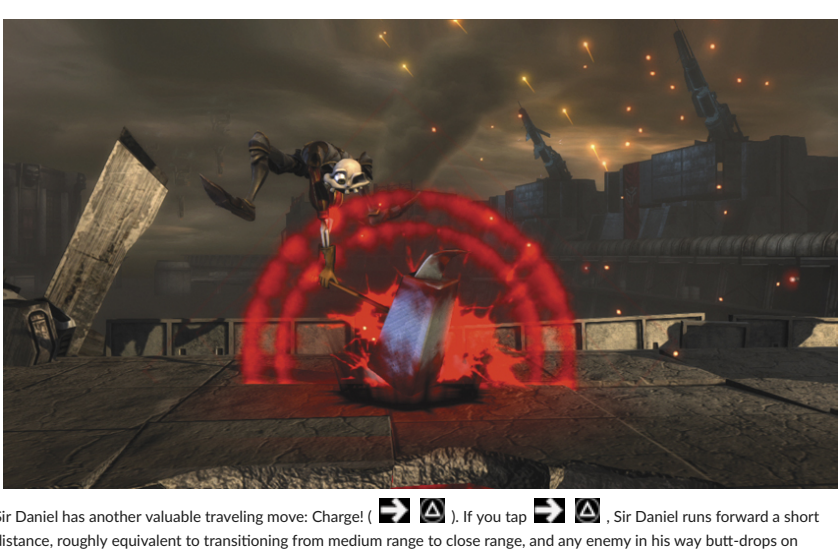
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Battle Axe-a-Rang	△	20	—	Butt-drop	—	Action OK while Axe-a-Rang in play
2	Charge!	→ △	20	Hold △ to run farther; absorbs projectiles with Golden Shield	Butt-drop; eject roll (Golden Shield)	—	Sir Daniel enters butt-drop state if he collides with a wall
3	Magic Bow	↑ △	5	Hold △ to delay release	Shock	—	Fast recovery time
4	Hammer Smash	↓ △	20	Hit area extends around hammer	Full launch	—	—









Sir Daniel has another valuable traveling move: Charge! (→ △). If you tap → △ , Sir Daniel runs forward a short distance, roughly equivalent to transitioning from medium range to close range, and any enemy in his way butt-drops on impact. If you hold △ after pressing → △ , then Sir Daniel runs even farther, the equivalent of moving from extreme long range to medium range. If you have the Golden Shield (○) equipped, then Charge! is even more effective. Struck enemies eject roll away, and Sir Daniel can absorb projectiles while he's running. Golden Shield makes Charge! a cornerstone of Sir Daniel's offense, so try to use them in concert whenever possible.

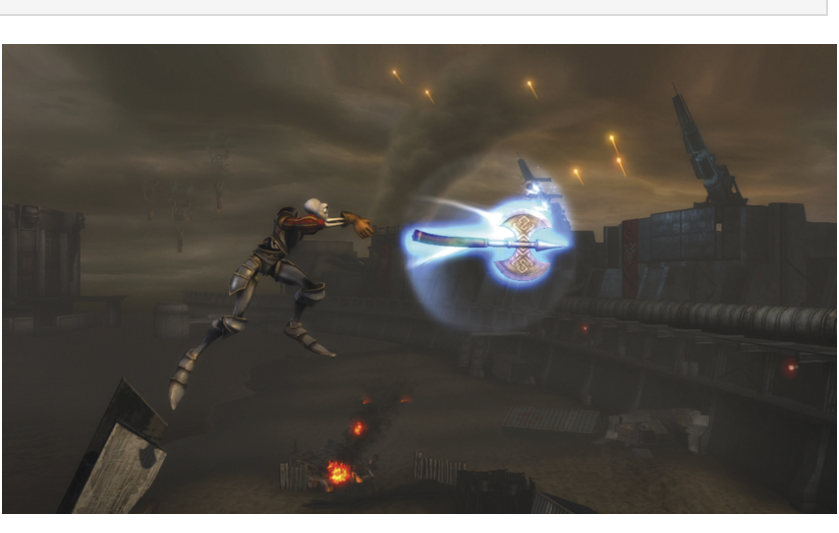
Battle Axe-a-Rang (△) is another move that's unorthodox but effective. Sir Daniel throws a glowing battleaxe at his enemy, which returns upon impact. If Sir Daniel misses, then the Battle Axe-a-Rang has a second chance to hit the target on its return arc. You can play havoc with your foes by throwing an axe under them when they jump and waiting for it to hit them from behind before beginning your own offensive press.

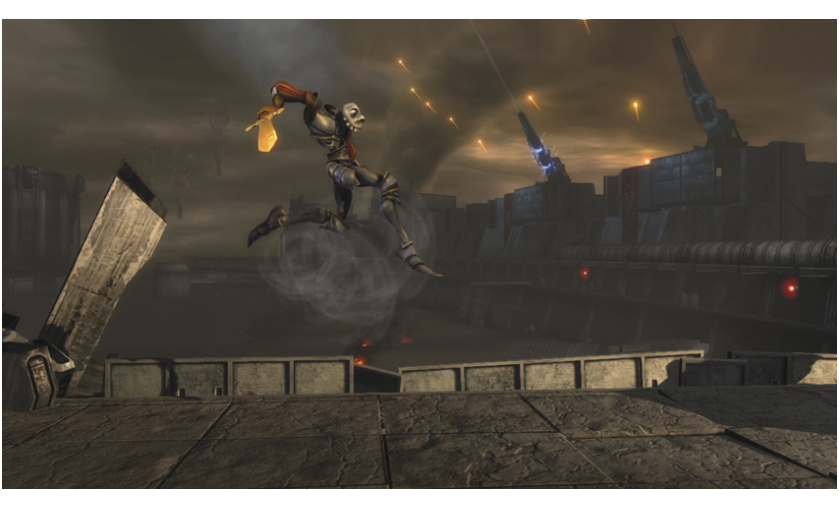
Once you get Sir Daniel within close range of an enemy, use Hammer Smash (↓ △) to launch them into the air. This is a speedy launcher, and the slight area of effect on the Hammer Smash lets you hit your adversary and any nearby bystanders, too.

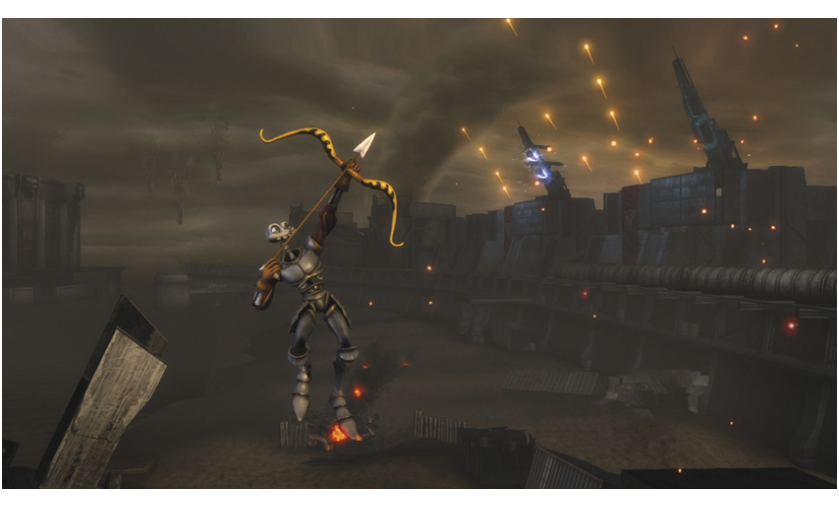
You can shock enemies with Sir Daniel's Magic Bow (↑ △). Hold △ to delay the release of the nocked arrow. Sir Daniel recovers from this move very quickly, and you can immediately transition into further Attacks before he's even finished putting his bow away.

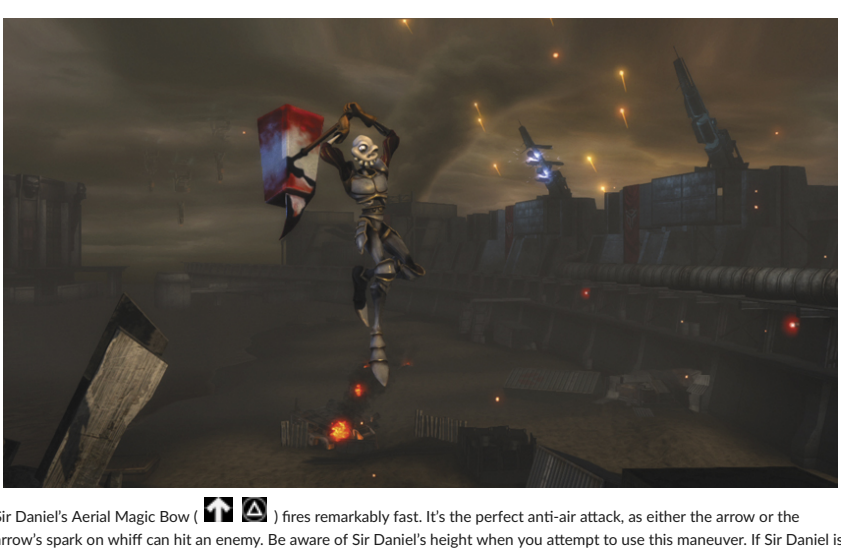
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Battle Axe-a-Rang	Air △	20	—	Butt-drop	—	Action OK while Axe-a-Rang in play
2	Aerial Charge!	Air → △	20	Attack active once grounded	Butt-drop	—	—
3	Aerial Magic Bow	Air ↑ △	5	Halts forward momentum	Shock	—	—
4	Hammer Drop	Air ↓ △	20	Hit area extends around hammer	Full launch	—	Longer startup than ground version









Sir Daniel's Aerial Magic Bow (↑ △) fires remarkably fast. It's the perfect anti-air attack, as either the arrow or the arrow's spark on whiff can hit an enemy. Be aware of Sir Daniel's height when you attempt to use this maneuver. If Sir Daniel is too close to the ground, he'll land before the arrow can be fired. You can follow up with a grounded Magic Bow (↑ △), but the moment will have passed.

The aerial variation of Hammer Drop (↑ △) is best used against grounded opponents. It cannot hit jumping foes, as the attack becomes active once the hammer actually hits the ground. You can't use it as an anti-air, but you can definitely disrupt the other combatants with this attack. Claim the high ground by finding a platform and then have Sir Daniel jump off it, aim carefully, and hit the enemies below him with a Hammer Drop.

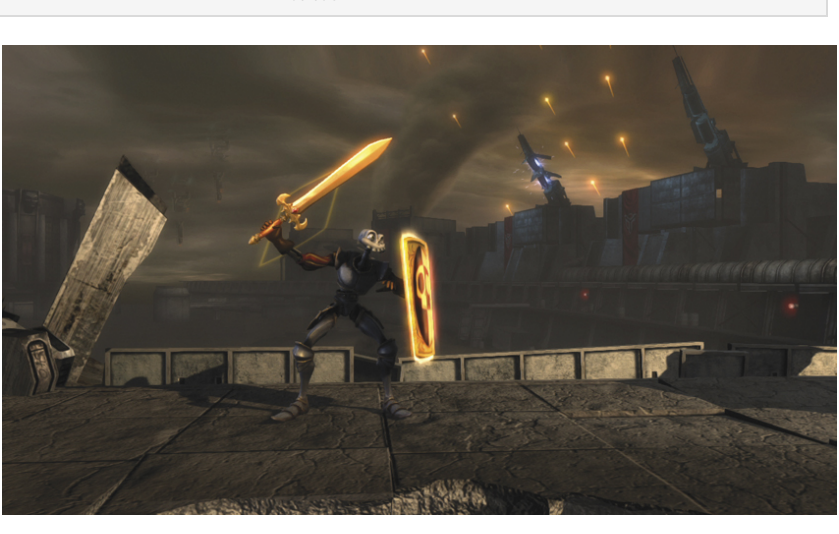
Air Battle Axe-a-Rang (△) functions similarly to a grounded Battle Axe-a-Rang (△) but is a little more flexible. Since the Air Battle Axe-a-Rang seeks the shortest route back to Sir Daniel, you can pitch it over an enemy's head, land, and then wait for the Air Battle Axe-a-Rang to strike the target's back. This is especially useful against jumping opponents or near a wall.

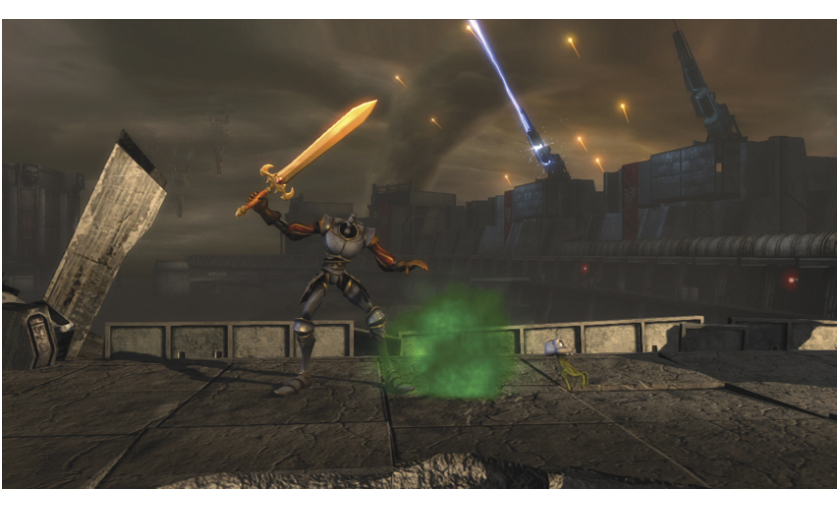
You can make Sir Daniel drop out of the sky and transition directly into an attack by performing Aerial Charge! (→ △). That is useful, but there's one problem: Sir Daniel must fall to the ground before attacking. His legs spin in mid-air while he revs up so that he can sprint as soon as he touches the ground. Use Aerial Charge! very carefully, and preferably only during emergencies.

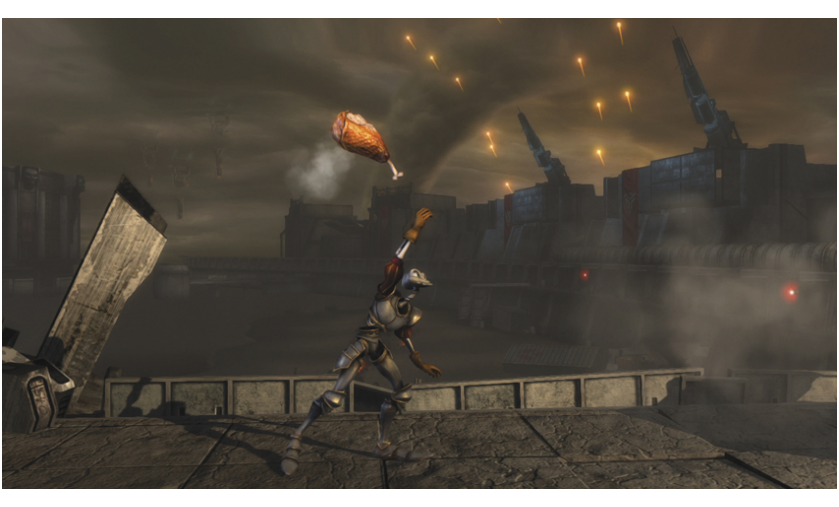
○ : CIRCLE ATTACKS

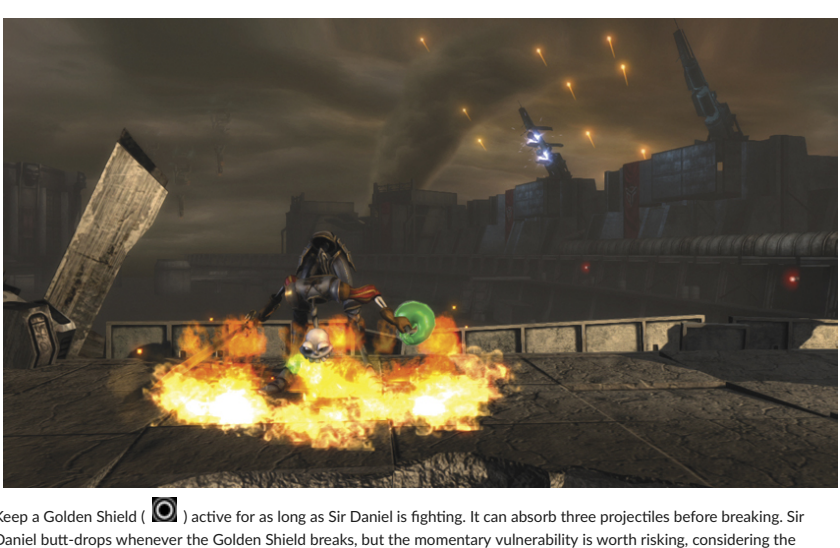
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Golden Shield	○	—	Absorbs AP value of any three projectiles before breaking	—	—	Press ○ again to put Golden Shield away; Sir Dan enters butt-drop state on shield break
2	Green Hand	→ ○	5	Hand travels forward until hitting foe or wall; creates AoE gas cloud	Crumple	—	Green Hand destroyed if attacked
3	Drumstick Toss	↑ ○	10	Projectile travels in tall, slow arc; creates AoE explosion	—	—	—
4	Dragon Potion	↓ ○	5–45	Creates flame carpet with four-second duration	Twitch	Any action	Cancel OK after spitting fire









Keep a Golden Shield (○) active for as long as Sir Daniel is fighting. It can absorb three projectiles before breaking. Sir Daniel butt-drops whenever the Golden Shield breaks, but the momentary vulnerability is worth risking, considering the benefits of the Golden Shield. Certain Attacks deal more damage or have altered properties when the Golden Shield is active, so there's no real downside. It provides offense and defense in one package.

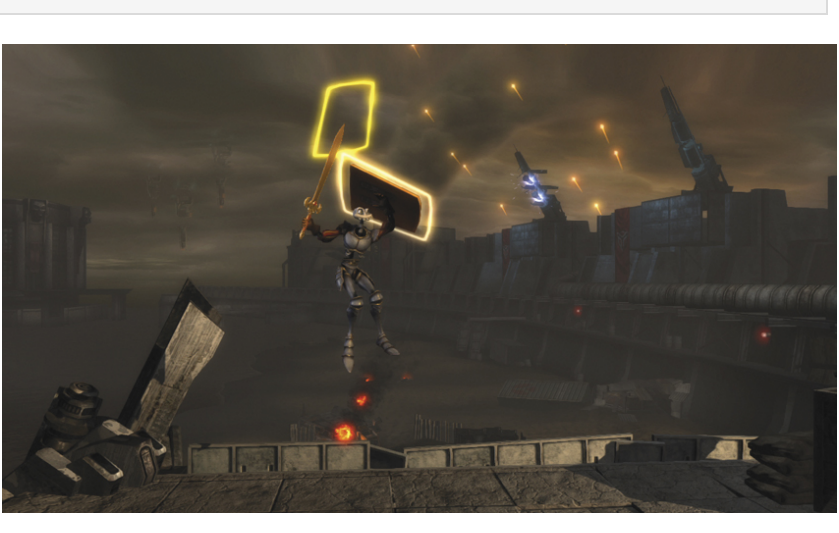
Drumstick Toss (↑ ○) resembles an anti-air attack at first glance, but it's best used to hit enemies that are below Sir Daniel's position or dancing into and out of medium-close range. The drumstick moves so slowly that it can't be used as an anti-air in a pinch, but that slow arc can force a grounded adversary to defend for longer than they might prefer. The explosion has a mild area of effect, as well.

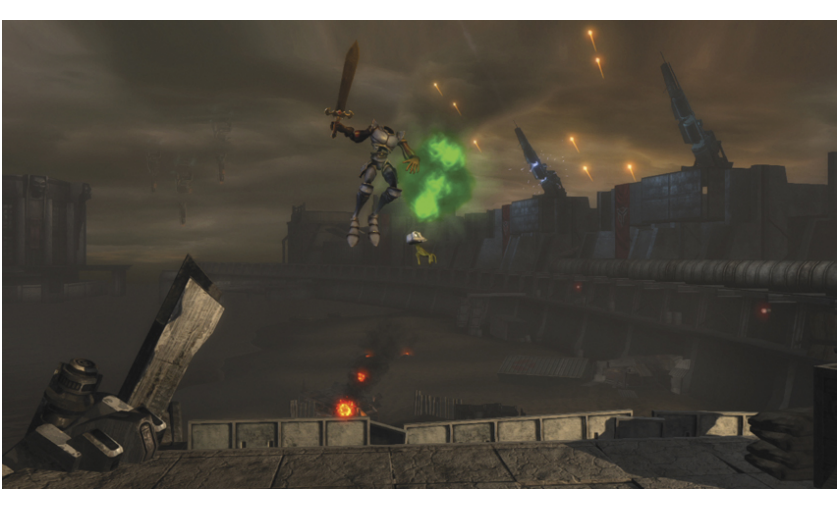
Enemies crumple as soon as they touch Green Hand (→ ○) and its poison gas cloud. This area of effect attack is great for stealing momentum from an enemy and forcing them to either slow down or cede the advantage to you. Use it at close range to set up quick Combos, or activate Green Hand from afar to try to catch distant challengers unawares.

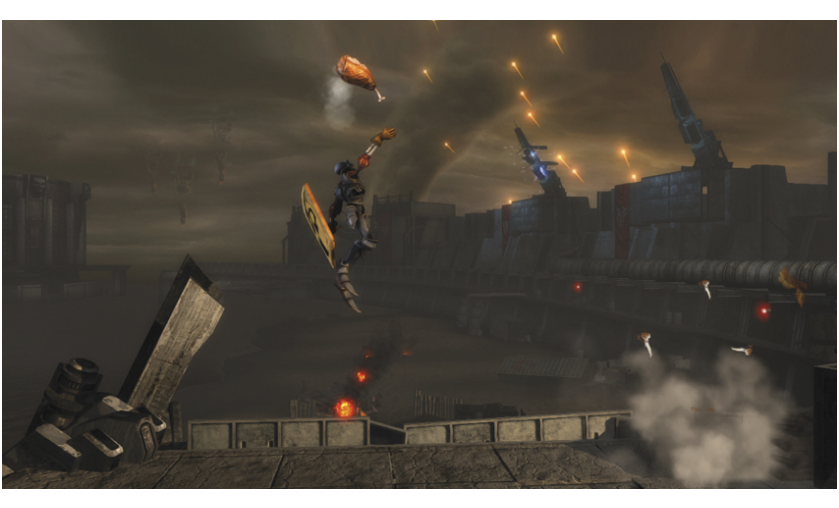
Sir Daniel takes a swig and spits out liquid flame when you perform Dragon Potion (↓ ○). The flames stick to the ground at Sir Daniel's feet, able to strike in front or behind him, and they last for four seconds. You can cancel out of the recovery animation as soon as Sir Daniel is done spitting fire. Like Magic Sword Spin (↓ □), this move is good for interrupting any enemies that have Sir Daniel surrounded.

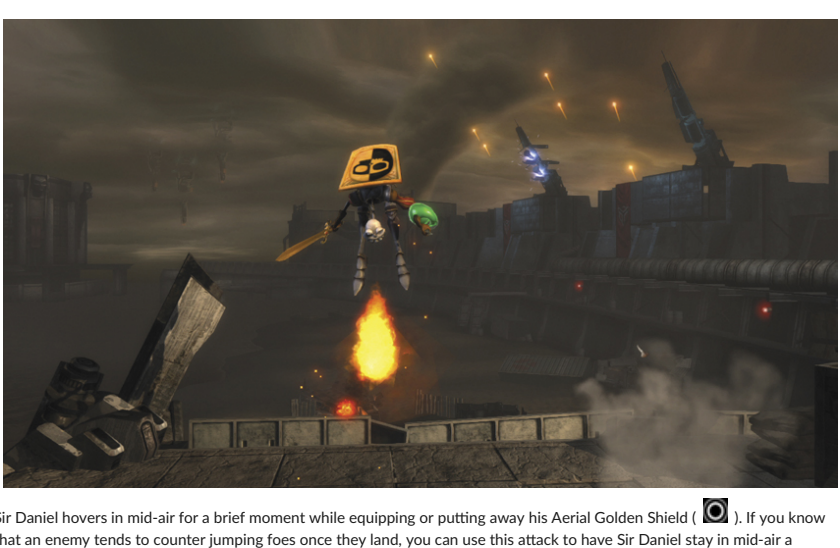
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Golden Shield	Air ○	—	Sir Dan stays in place while equipping shield	—	—	See ground version
2	Green Hand Toss	Air → ○	5	Hand drops straight down before moving forward	Crumple	—	Green Hand destroyed if attacked
3	Drumstick Air Toss	Air ↑ ○	10	—	—	—	—
4	Aerial Dragon Potion	Air ↓ ○	4–45	Flame not active until grounded	Twitch	—	Begins dealing damage immediately once grounded









Sir Daniel hovers in mid-air for a brief moment while equipping or putting away his Aerial Golden Shield (○). If you know that an enemy tends to counter jumping foes once they land, you can use this attack to have Sir Daniel stay in mid-air a moment longer than normal, throwing off your opponent's rhythm and forcing them to contend with your Golden Shield. A Golden Shield equipped in mid-air thanks to Aerial Golden Shield is identical to the grounded version, so use whichever method is most efficient and safest when in a match.

Drumstick Air Toss (↑ ○) is just as slow as its grounded variation, but it allows you to play games with timing that Sir Daniel may not be able to easily do on the ground. Use Drumstick Air Toss from the high ground, and you may even be able

to have Sir Daniel drop to ground level and begin a combo before the drumstick finally hits the ground or a nearby character. Drumstick Air Toss is good for keeping your attackers guessing and on the defensive, but it's tough to mount an aggressive offense with this move.

Like the aerial Hammer Drop (↓ △), Aerial Dragon Potion (↓ ○) isn't active until the flame hits the ground, so it isn't useful as an anti-air attack. It's good for ambushes from above, though, and to squeeze a decent amount of AP out of unsuspecting enemies. Aerial Dragon Potion isn't great at starting or ending Combos, but it's good for extending the life of a combo or distracting foes while you move Sir Daniel into position.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↑ □ , ↑ □

40AP

The AP gain on this bread and butter combo isn't fantastic, but it's golden considering what you have to do in this combo. Perform one Hero Sword Uppercut (↑ □) to lift your enemy into the air, and then perform another Hero Sword Uppercut to complete the combo. Short and sweet! If you want an extra 5AP, perform Magic Bow (↑ △) as soon as the opponent performs an air recovery. It won't combo, technically, but unless your enemy blocks immediately after recovering, it should hit.

II. Against cornered foe: ↓ △ , ↑ □

40AP

This is a good move to utterly stop someone's momentum. The Hammer Smash (↓ △) is fast enough to beat an enemy's attack and force them into the air, while the Hero Sword Uppercut (↑ □) is Sir Daniel's most essential anti-air attack. Since the opponent takes longer to fall than Sir Daniel does, regroup as soon as Hero Sword Uppercut lands, and prepare another attack for when your challenger hits the ground.

III. Against grounded foe: ○ , ↓ □ , □ , □ , □

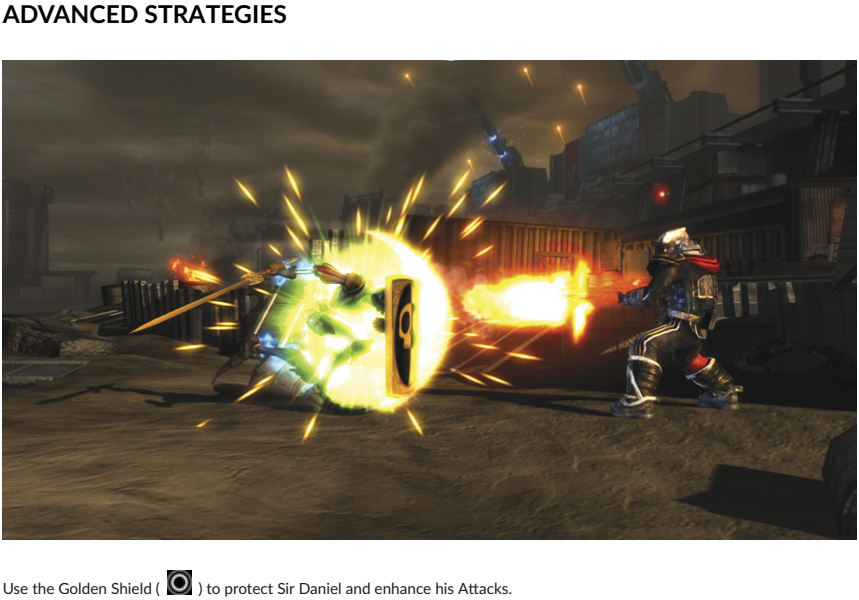
40AP

Begin this combo by equipping the Golden Shield (○) if you don't already have one active. After that, sweep them with a Magic Sword Spin (↓ □) and immediately transition into Hero Sword Slash 3 (□ , □ , □) to complete the combo. Every hit of Hero Sword Slash 3 should hit unless your enemy is cornered. This combo leaves Sir Daniel pretty safe, too, since the Magic Sword Spin can hit foes behind and directly in front of Sir Daniel.

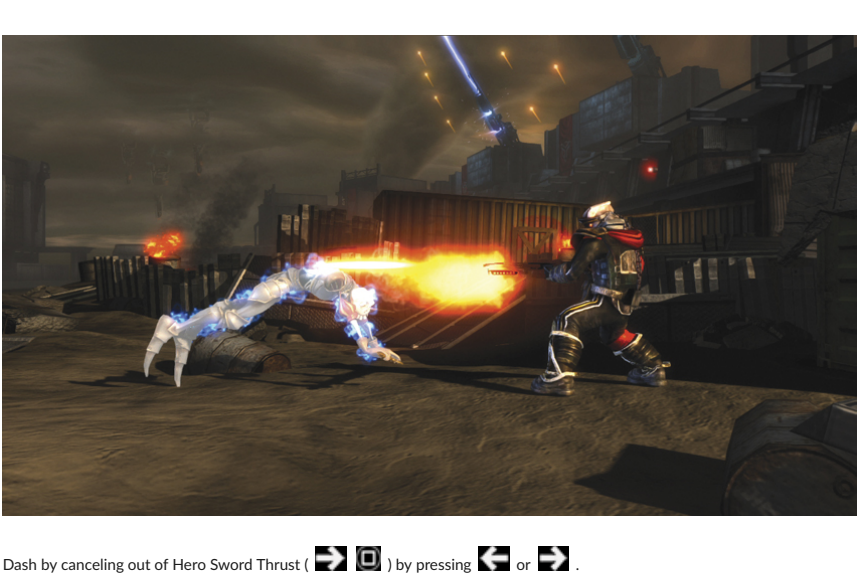
COMBO APPENDIX

Combo	+AP	Notes
↓ ○ , □ , □ , □	45AP	You must cancel into the Hero Sword Slash 3 after Sir Daniel finishes spitting flames.
(air) △ , land, □ , □ , □	50AP	Fire the Air Battle Axe-a-Rang over your enemy's head, and then land and immediately go into Hero Sword Slash 3.

ADVANCED STRATEGIES



Use the Golden Shield (○) to protect Sir Daniel and enhance his Attacks.



Dash by canceling out of Hero Sword Thrust (→ □) by pressing ← or → .

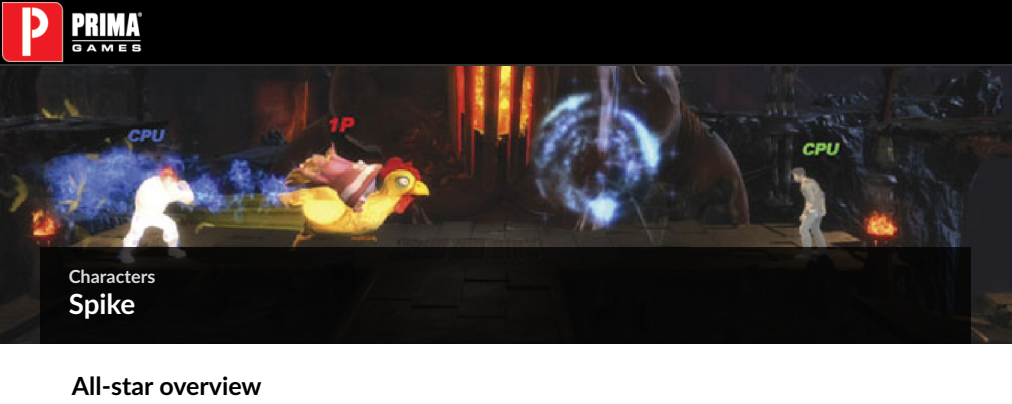
Sir Daniel can be awkward to use at first, but as you grow to understand how he gains AP, a natural gameplan should emerge. Sir Daniel defines the phrase "slow and steady." He generally earns 45AP, give or take, after a combo. While this isn't great, Sir Daniel has a number of brief combos that he can employ to quickly multiply that 45AP. Since Sir Daniel needs 125, 350, and 675 for his Level 1, Level 2, and Level 3 SUPER Attacks, respectively, you need to prioritize staying safe and earning AP at your own pace over being overly aggressive and providing a punching bag for your foes.

First of all, you need to protect Sir Daniel. Keep a Golden Shield active, and try to engage enemies from medium-close range instead of point-blank range. Maintain your distance, only dashing in to immediately attack. Dance into and out of your foe's range, and avoid being surrounded at all costs. If you do get surrounded, perform a Magic Sword Spin (↓ □) to clear the area out a little. Take advantage of how Sir Daniel hangs in mid-air when equipping or putting away his Golden Shield or the forward motion inherent in his Charge! (→ △) attack to change the pace of how you maneuver Sir Daniel around the level.

Once you have defense down, focus on Sir Daniel's offense. He's a disruptive character who works best at close, but not point-blank, range. If you can engage an enemy from around the border of medium-close range, you'll be in good shape. Sir Daniel can quickly close that gap with an attack and then retreat to safety a split-second later.

You need breathing room to work with Sir Daniel. His most effective Super attack is Chalice of Souls, and you're going to need 350AP to pull it off. This means that Sir Daniel is starting out behind the faster, more combo-friendly characters. It takes around eight or nine really solid combos to earn enough for that Super attack, while other players can turn around and have their characters get kills every three or four Attacks.

As a result, you need to both maximize your AP gain and minimize the AP gain of your adversaries. Use Aerial Dragon Potion (↓ ○) and Drumstick Air Toss (↑ ○) to keep enemies below you too busy reacting to your Attacks to strike back, and once you get Sir Daniel within striking range, use a Hammer Smash (↓ △) or airborne Hammer Drop (↓ △) to launch as many foes into the air as possible. Follow up with a Hero Sword Uppercut or Magic Bow (↑ △) to stack a lot of AP really quickly. Once you've got the AP, activate the Level 2 Super attack, and enjoy the triple kill.



Characters

Spike

All-star overview

Spike should be the go-to character for both newbies who are looking to learn the game's combo system and combo-happy fighting game experts. He has a large number of attacks that link extremely well, and he earns a high amount of AP per attack when compared to his peers. As a result, players have the option of focusing on building to a Level 1 or Level 2 Super attack, depending on how comfortable they are with combo-centric gameplay. Both SUPER Attacks are very effective, and they can be built up to in the same way.

WHY SHOULD YOU FOCUS ON PERFORMING SHORT BUT REWARDING COMBOS TO BUILD SPIKE'S SUPER METER?

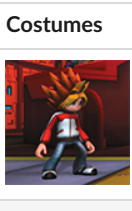
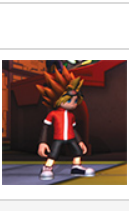
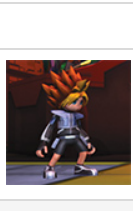
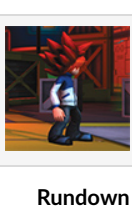
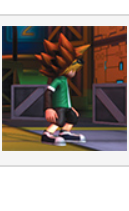
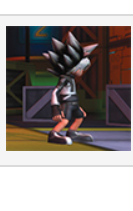
- Short Combos let you have Spike get in and out of danger quickly and safely.
- Spike's AP gain is high, even for simple Combos.
- Earning a Level 1 Super attack only takes three or four Combos, and earning a Level 2 Super attack generally takes between six and seven Combos.

WHAT'S THE BEST WAY TO MAXIMIZE YOUR AP GAIN?

- Use Spike's Teleport Boots to transport Spike out of danger when he's cornered and toward enemies when there is an opening.
- The RC Satellite Laser lets you control exactly who is allowed to come near Spike.
- Spike has several moves that allow him to travel, giving him an advantage when moving around the stage.

Spike is best played as a character that likes to get up close and personal with the enemy. He has moves that sweep, stun, and shock his opponent from medium-close range, and he can transition from those moves into a powerful combo at a moment's notice. His □ Attacks are especially effective, while the △ Attacks let him control a stage. Finally, his ○ Attacks lean toward the unorthodox, which can disorient an adversary.

AT A GLANCE

Costumes		
		
		

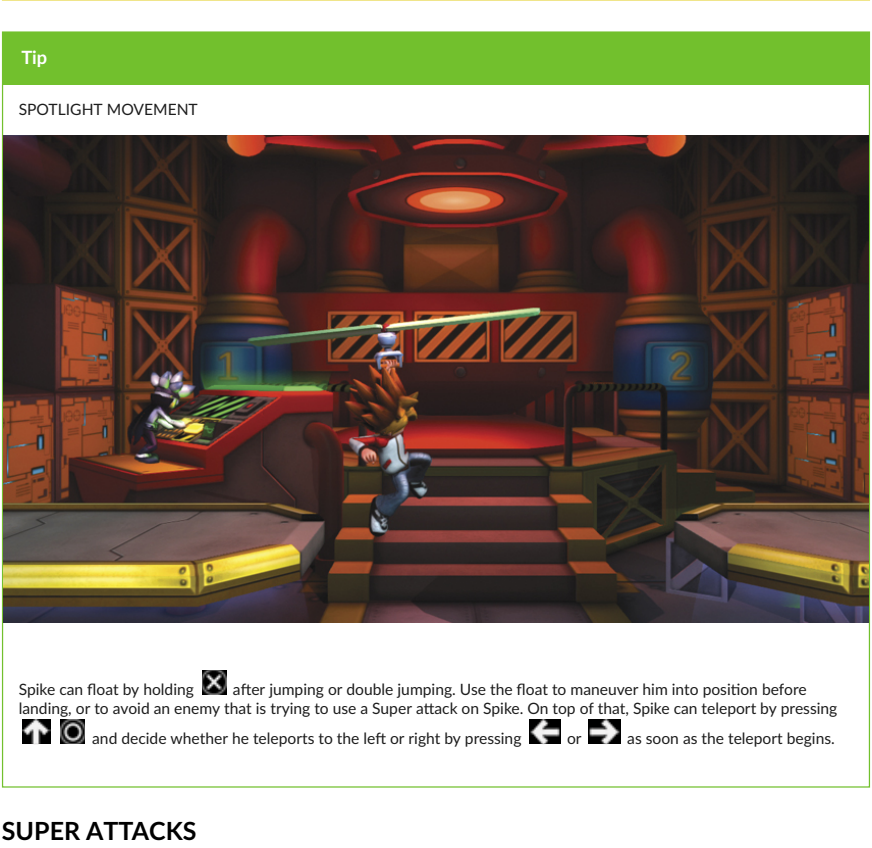
Rundown

- Name: Spike
- Series: Ape Escape
- Character Archetype: Melee
- AP Meter Level 1/2/3 Values: 125/330/605
- Rival Character: PaRappa
- Best Matchups: Jak
- Worst Matchups: Fat Princess
- Best Level: Dojo
- Worst Level: Black Rock Stadium
- Priority Pickups: Sackbot

A young and energetic fourth-grader, Spike is accidentally sucked into a time machine by the hands of Specter, an ape granted uncanny intelligence through the use of an experimental cap. Spike embarks on a quest to stop Specter and his ape army, thwarting them by using a variety of weapons, tools, and gadgets provided by his friend the Professor, including clubs, slingshots, an RC Satellite Laser, and Bananarang.

Tip

SPOTLIGHT MOVEMENT

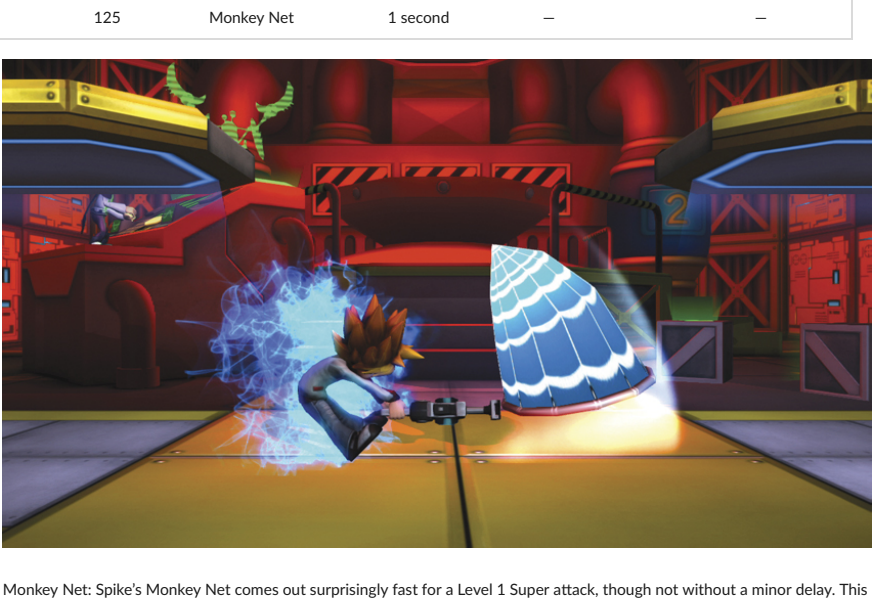


Spike can float by holding ✕ after jumping or double jumping. Use the float to maneuver him into position before landing, or to avoid an enemy that is trying to use a Super attack on Spike. On top of that, Spike can teleport by pressing ↑ ○ and decide whether he teleports to the left or right by pressing ← or → as soon as the teleport begins.

SUPER ATTACKS

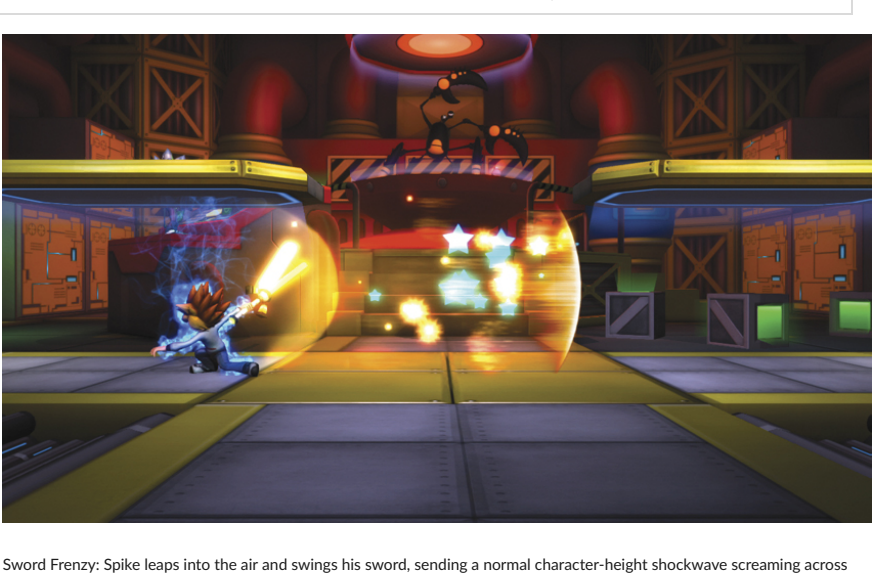
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	125	Monkey Net	1 second	—	—



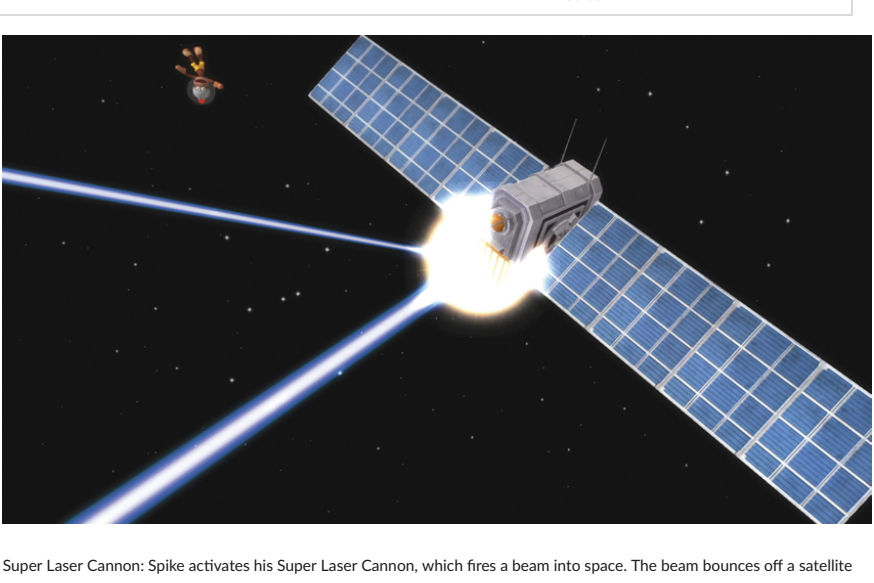
Monkey Net: Spike's Monkey Net comes out surprisingly fast for a Level 1 Super attack, though not without a minor delay. This move is a great one to break out when other players are distracted or their characters are busy with another heated battle. Players who tend to have their characters block when Spike jumps in are particularly vulnerable to this speedy Super attack. Spike is a smaller character and has a limited range compared to fighters like Kratos, but this Super attack is great, considering the AP required to achieve it.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	330	Sword Frenzy	—	—	Projectile passes through foes until wall is hit



Sword Frenzy: Spike leaps into the air and swings his sword, sending a normal character-height shockwave screaming across the level. This Super attack has an extreme range, the entire length of a level, in fact. Spike holds his heroic pose as the shockwave travels, finally returning to a battle-ready stance. Sword Frenzy isn't as fast as other long-range SUPER Attacks, so try to use it only when you're guaranteed a multiple kill. Have Spike stick close to his adversaries before you activate it for maximum effectiveness.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	605	Super Laser Cannon	Instant	—	Guaranteed to kill all enemies on-screen



Super Laser Cannon: Spike activates his Super Laser Cannon, which fires a beam into space. The beam bounces off a satellite (missing the monkey orbiting the satellite) and returns to Earth, where it immediately kills every foe onscreen. This Super attack is entertaining but of limited use when a match comes down to the wire. It takes a while to build up the 605AP to activate the Super attack, and you can easily earn a triple kill with Sword Frenzy. This is Spike's least efficient Super attack, considering the AP cost.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Crash Hurricane	Right Stick ↑	15%	Unblockable; 30AP of super armor	KD	Leaves Spike airborne

Crash Hurricane: Spike uses two swords to force his enemy into the air, leaps over their head, and comes down with a twin strike that smashes them to the ground in a knockdown state. Spike is left airborne, and he can activate aerial Attacks to follow up with his original opponent or a new target.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Sonic Revolution	Right Stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Body Toss: Spike tosses his foe into the air and takes a good old-fashioned home run swing with his sword. The enemy is sent flying away in an eject tornado and suffers an AP Penalty. This throw is great for getting Spike out of trouble and for a quick infusion of AP.

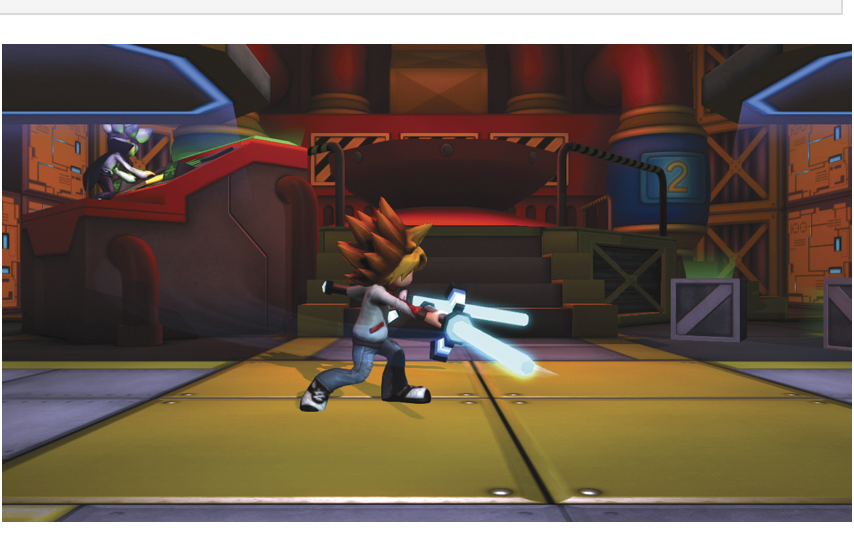
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Monkey Trip	Right Stick ↓	15%	Unblockable; 30AP of super armor	Butt-drop	—

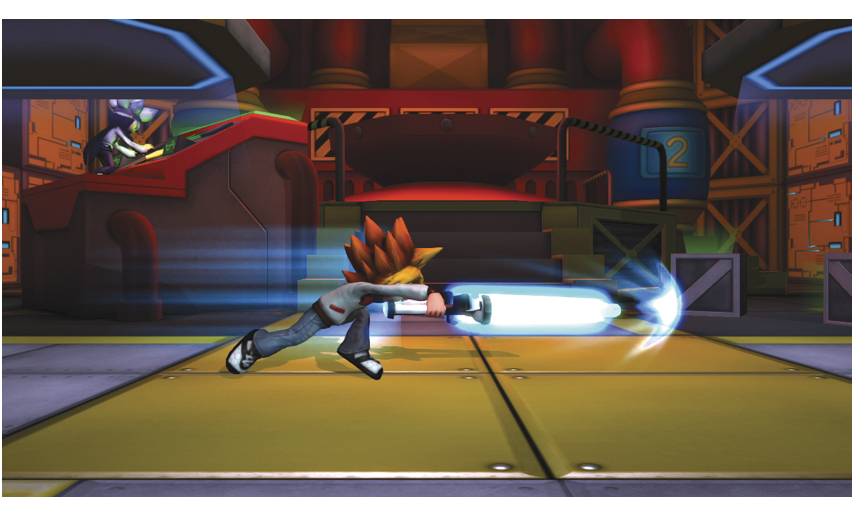
Monkey Trip: A monkey appears behind the adversary, giving Spike a chance to push the opponent over. This leaves the enemy in a butt-drop state while the monkey points and laughs. While enemies can block upon standing up, preventing most follow-ups, inattentive foes are left open once the throw finishes.

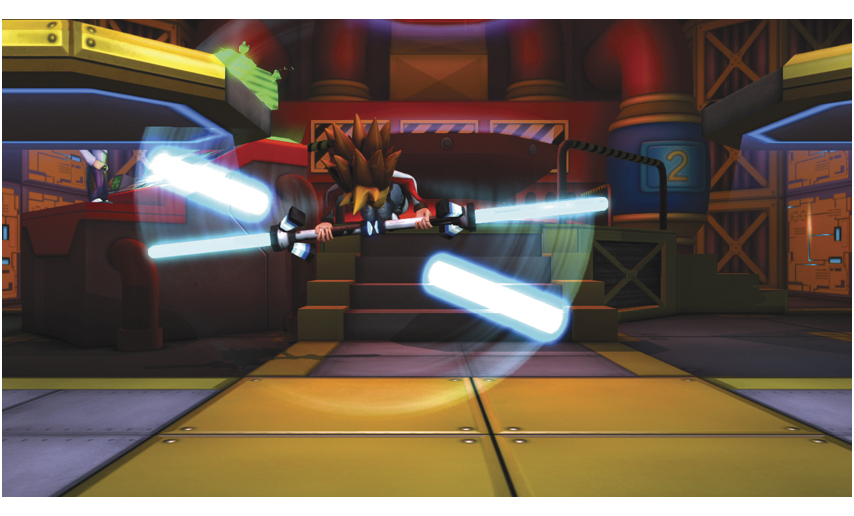
□ : SQUARE ATTACKS

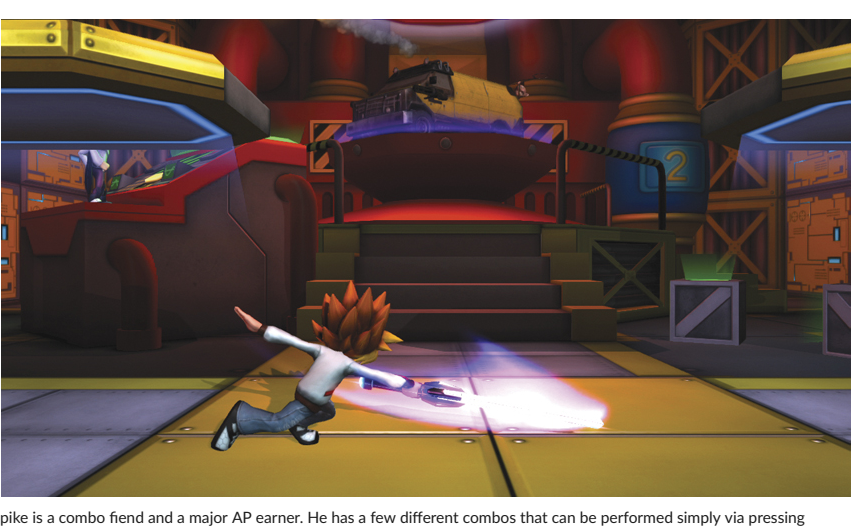
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Stun Club 1	□	5	—	—	□	—
-	Stun Club 2	□, □	2, 3	—	—	□	—
-	Stun Club 3	□, □, □	30	—	Eject roll	—	—
2	Stun Club Dash	→ □	30	Charge to increase distance	Eject tornado; guard break (full charge)	—	—
3	Stun Club Whirlwind	↑ □	5–20	Cannot act until grounded	Lift	□	Press □ to end with Aerial Stun Club 3
4	Giant Sweep	↓ □	20	—	Sweep	□, ↑ □, → □, ↓ □	Repeatable









Spike is a combo fiend and a major AP earner. He has a few different combos that can be performed simply via pressing permutations of □, and his abilities increase drastically as you learn how to link his □, △, and ○ Attacks into a single combo.

His most basic maneuver is the Stun Club (□), which can be extended all the way to Stun Club 3 (□, □, □). Stun Club 3 is worth a total of 40AP and leaves the enemy in an eject roll. This move is reliable and can be whipped out in a pinch for reliable AP gain.

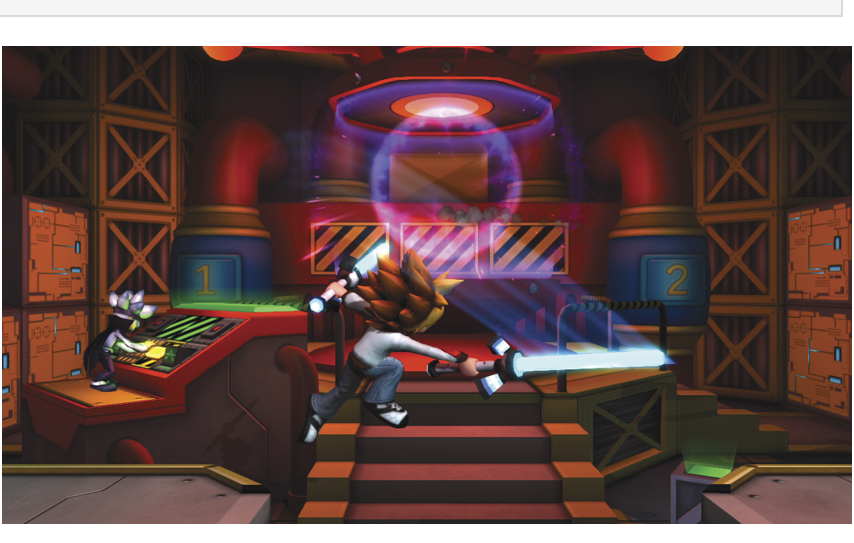
Stun Club Dash (→ □) is a great combo extender, as well as a solid AP earner. It's worth 30AP, a hefty amount, and can catch falling characters with ease. When fully charged, Stun Club Dash forces enemies into an eject tornado.

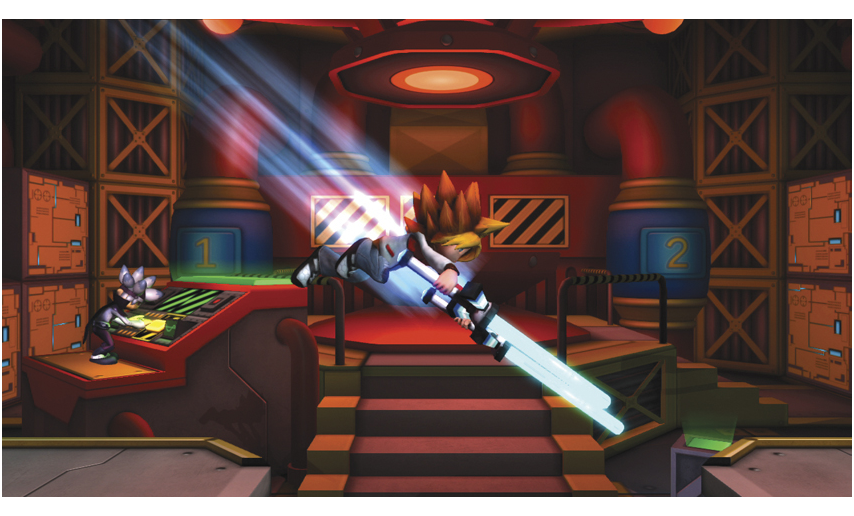
Giant Sweep (↓ □) is an essential combo starter. It sweeps your adversaries off their feet, leaving them wide open. You cannot successfully transition from Giant Swing to Stun Club, but you can transition into Stun Club Whirlwind (↑ □) with ease. Pressing □ at the end of the Stun Club Whirlwind results in an Aerial Stun Club 3. Pressing □ three times earns you 50AP—that's impressive.

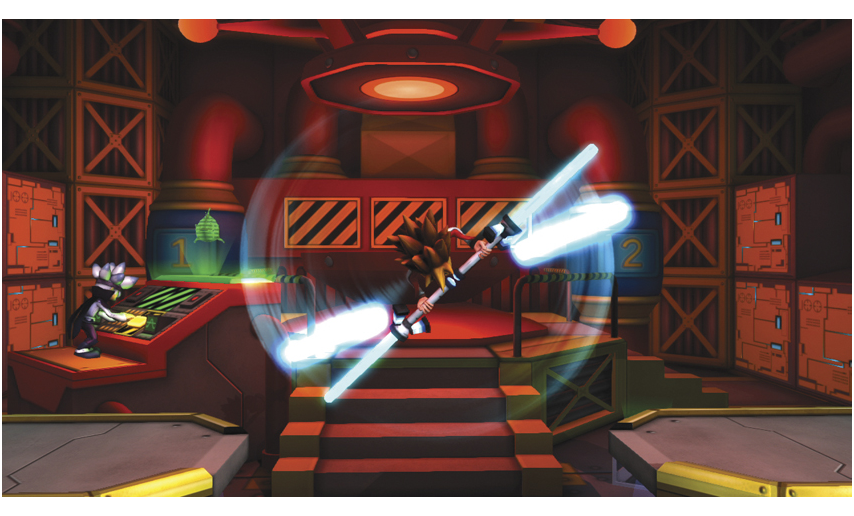
Spike's □ Attacks are versatile and diverse. They provide a valuable foundation for Spike's gameplan and are a great set of maneuvers to use in combos or as part of a desperate attempt to fend off an extremely aggressive attacker. Spike is short and fast, so take advantage of those traits to stay on top.

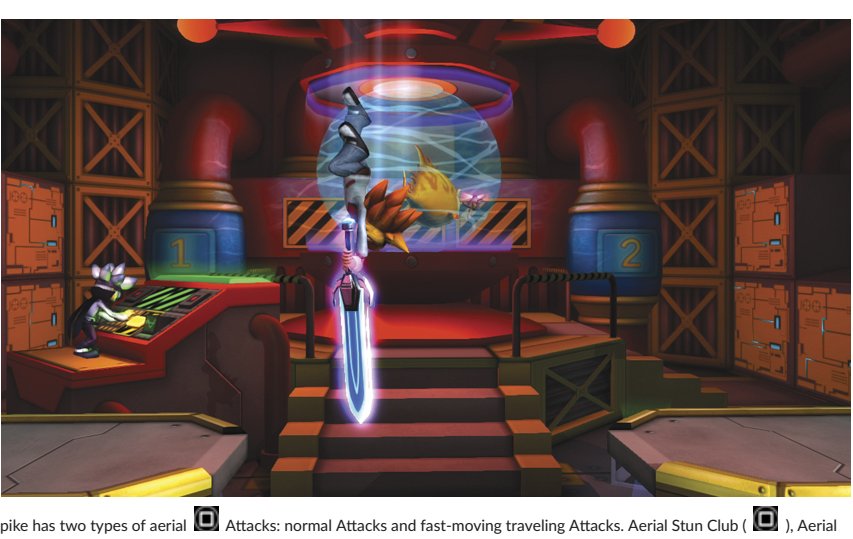
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Stun Club	Air □	3, 2	—	—	□	—
-	Aerial Stun Club 2	Air □, □	3, 2	—	—	□	—
-	Aerial Stun Club 3	Air □, □, □	30	—	Eject spiral	—	—
2	Aerial Stun Club Dash	Air → □	10, 20 (charged)	Chargeable; active until grounded	KD or guard break (full charge)	—	Spike dives down at 45-degree angle
3	Aerial Stun Club Whirlwind	Air ↑ □	5–20	—	—	□	Press □ to end with Aerial Stun Club 3
4	Aerial Giant Smash	Air ↓ □	10, 20	Active until grounded	Lift (second hit)	—	—









Spike has two types of aerial □ Attacks: normal Attacks and fast-moving traveling Attacks. Aerial Stun Club (□), Aerial Stun Club 2 (□, □), and Aerial Stun Club 3 (□, □, □) function just as they do on the ground, and they remain enormously useful for air combos. Spike's short stature means that you need a certain amount of height to nail the Aerial Stun Club 3, as Spike may drop too low to complete the attack, so begin attacking at the height of Spike's jump, rather than on the way down.

Aerial Stun Club Whirlwind (↑ □) functions as expected, as well. The spin has a fairly large range and can tag opponents from afar, and finishing Aerial Stun Club Whirlwind with Aerial Stun Club 3 by pressing □ during the attack works very well in match play. Once again, depending on his height, Spike may whiff the Aerial Stun Club 3, so attack carefully to prevent counterattacks.

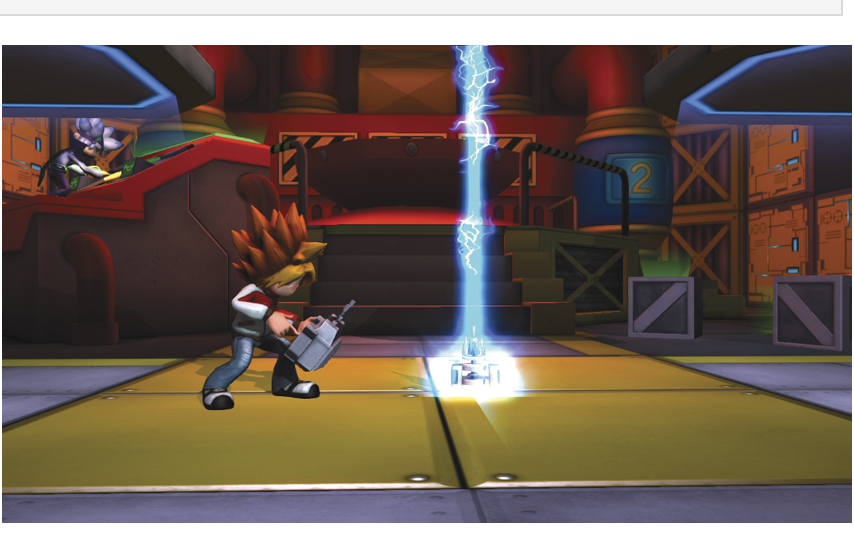
Aerial Stun Dash (→ □) travels on a downward angle and can be charged. Spike hovers as the attack charges, and the longer you hold the charge, the faster and farther Spike travels. This move is great for following up on an opponent that has been smashed to the ground or getting closer to an ejected enemy after a combo.

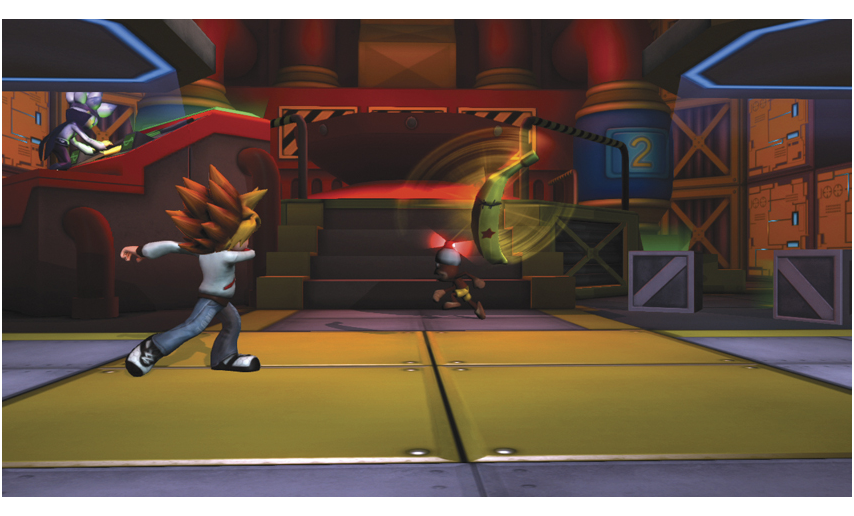
Finally, Aerial Giant Smash (↓ □) is a fast-moving downward strike that can hit airborne enemies on the way down, in addition to generating a small area of effect once it hits the ground. That area of effect can lift grounded opponents. Hitting a foe during the downward stroke and then again with the shockwave nets Spike a cool 30AP

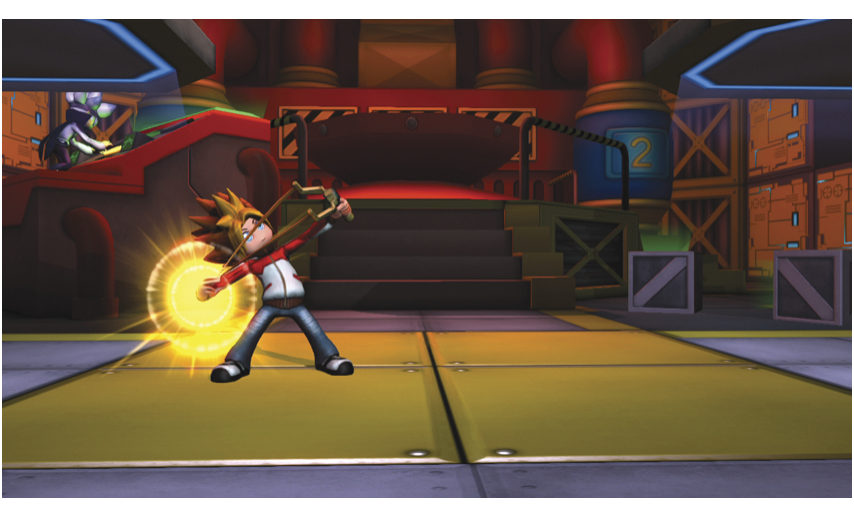
△ : TRIANGLE ATTACKS

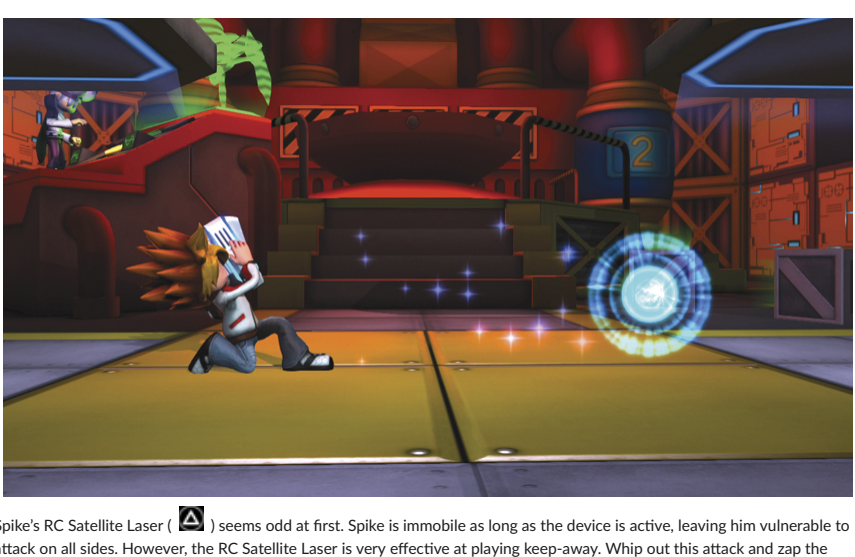
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	RC Satellite Laser	△	20	Left Stick: Move; any button to attack	Crumple; eject tornado (aerial foe)	—	Immobile while using; drone active for three seconds
2	Bananarang	→ △	20	Flies back to Spike	Lift	—	Actions OK while projectile in play
3	Slingback Shooter	↑ △	10 (tap); 20 (charge)	Chargeable	Lift (full charge)	← → ✕	—
4	B Launcher	↓ △	5	—	Stun	—	—









Spike's RC Satellite Laser (△) seems odd at first. Spike is immobile as long as the device is active, leaving him vulnerable to attack on all sides. However, the RC Satellite Laser is very effective at playing keep-away. Whip out this attack and zap the enemies that are getting too close for comfort. They crumple after being hit, so if they're close, you have an opening for a combo with high AP gain.

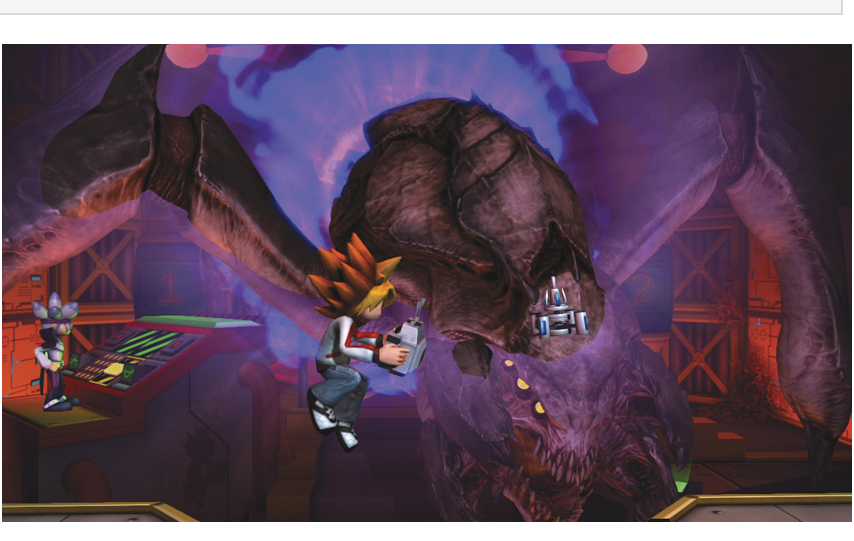
Use the Bananarang (→ △) to harass your enemies. Like all good boomerangs, the Bananarang returns to Spike after it's thrown, whether or not it hits the target. A great tactic is to throw the Bananarang under a jumping adversary and immediately go into a combo or Stun Club 3 (□, □, □) when the foe lands. The Bananarang hits the enemy's back while Spike pummels the front.

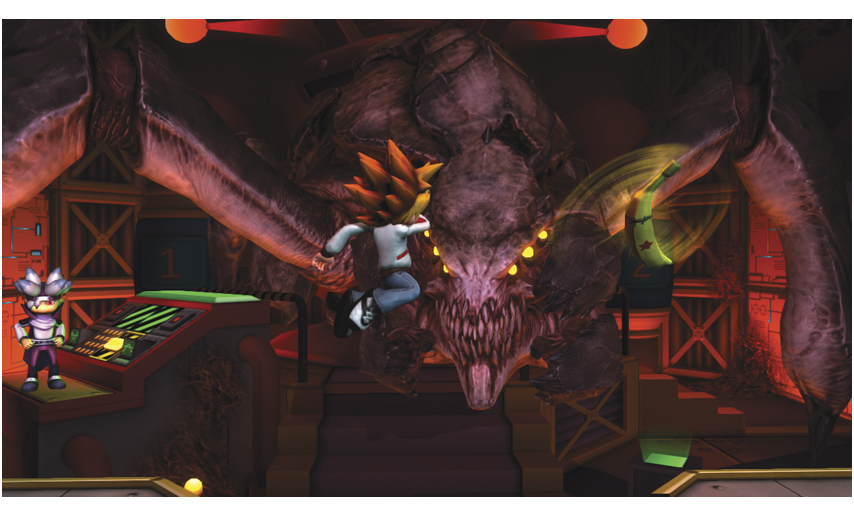
Slingback Shooter Shot (↑ △) is another chargeable attack. Uncharged, it's an effective anti-air attack. Fully charged, it lifts grounded enemies, providing Spike with a chance for a combo. You can cancel out of the charging process by pressing ← or → / ✕ to roll or jump, respectively.

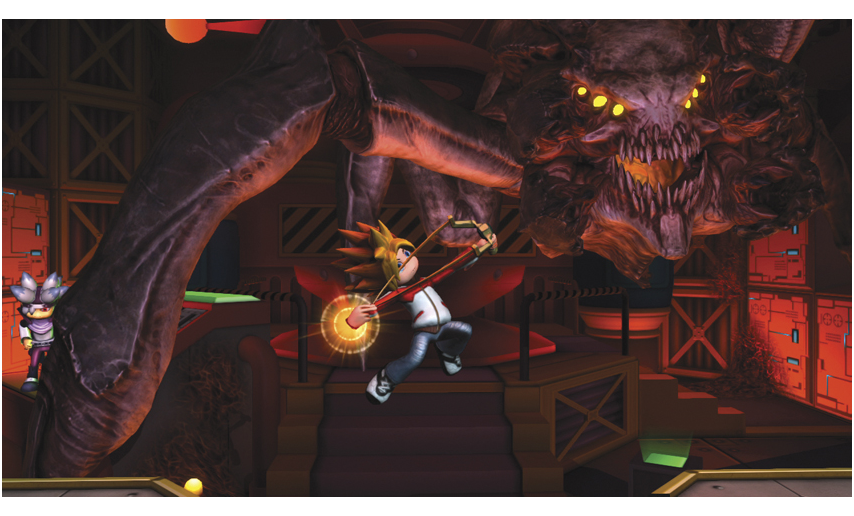
Spike's B Launcher (↓ △) comes out after a brief moment of wind-up. The weapon fires a large and fast-moving blue ball of energy that stuns enemies when it hits. This is another fantastic combo opener, as Spike has just enough time to rush in with a Stun Club or rising Stun Club Whirlwind (↑ □). This speedy move has several applications, and the fact that it stuns opponents is enormously useful in heated match play

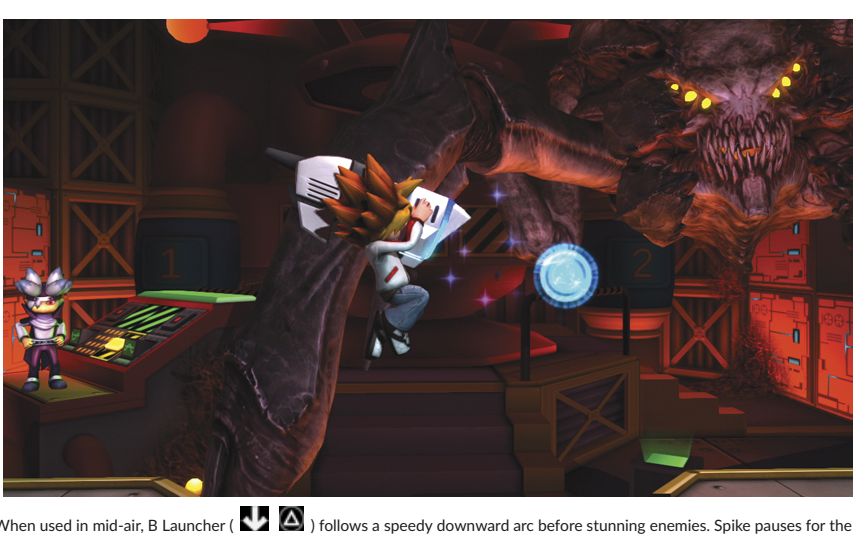
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial RC Satellite Laser	Air △	20	Cannot move until grounded	Crumple; eject tornado (aerial foe)	—	—
2	Aerial Bananarang	Air → △	20	Flies back to Spike	Lift	—	Actions OK while projectile in play
3	Aerial Slingback Shooter Shot	Air ↑ △	10, 20	Chargeable	Lift (full charge)	—	Charging slows descent
4	Aerial B Launcher	Air ↓ △	10	—	Stun	—	Fires downward at 45-degree angle









When used in mid-air, B Launcher (↓ △) follows a speedy downward arc before stunning enemies. Spike pauses for the briefest of moments to fire the weapon, so try to use his jump to disguise the firing animation. Anticipate your opponent's actions when jumping and time the attack so that the stun strikes them at their most vulnerable. Try to stun them just above ground level so that you have several options for attacking once Spike lands.

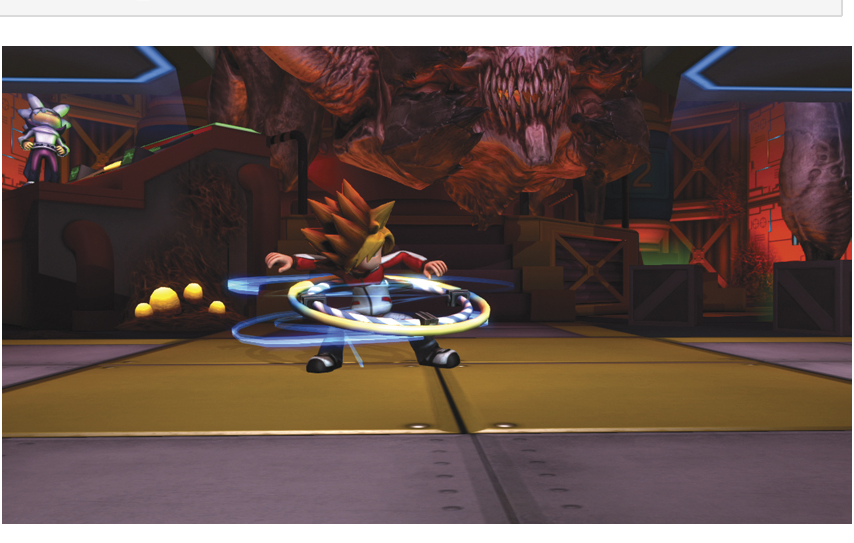
Bananarang (→ △) is a fun attack to use in mid-air with several applications. The Bananarang flies in a straight line immediately after being thrown. Once it reaches the apex of its arc, it takes the shortest route back to Spike. Try to keep an enemy between Spike and the Bananarang at all times, as the return trip often catches foes by surprise and creates openings for solid Combos.

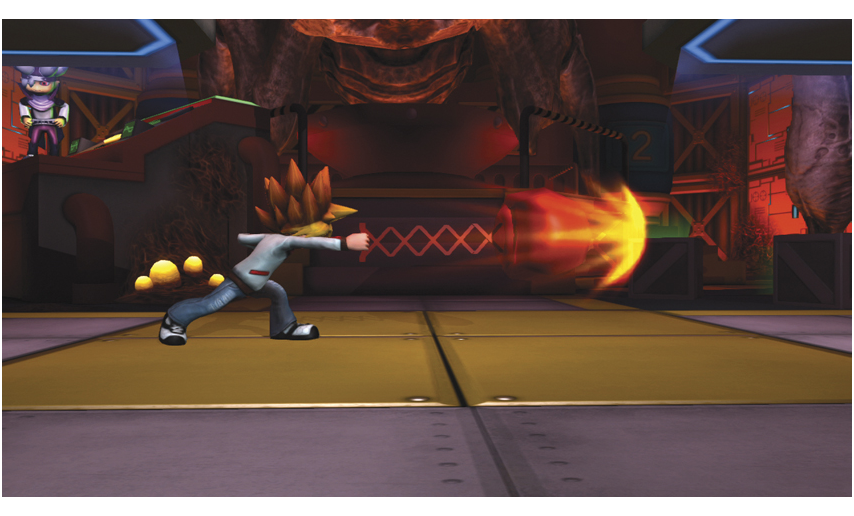
Aerial RC Satellite Laser (△) provides a nice way to create a metaphorical ceiling for your adversaries. The device cannot be moved around in mid-air, but tossing one over an enemy's head before they get a chance to jump at Spike for an air combo allows you to force the opponent into an eject tornado, leaving Spike safe and sound. It takes some effort to work the Aerial RC Satellite Laser into an air combo. With that said, however, using the Aerial RC Satellite Laser on its own is plenty effective, either as a combo opener or a way to keep adversaries away from Spike

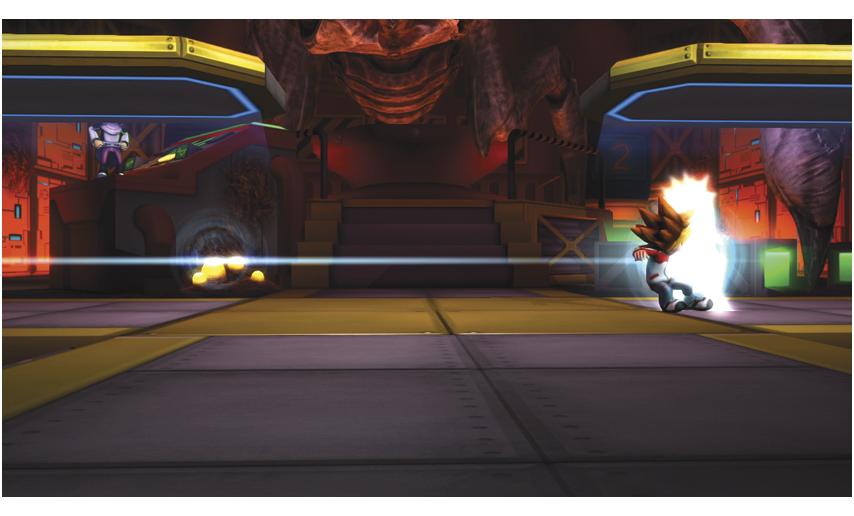
○ : CIRCLE ATTACKS

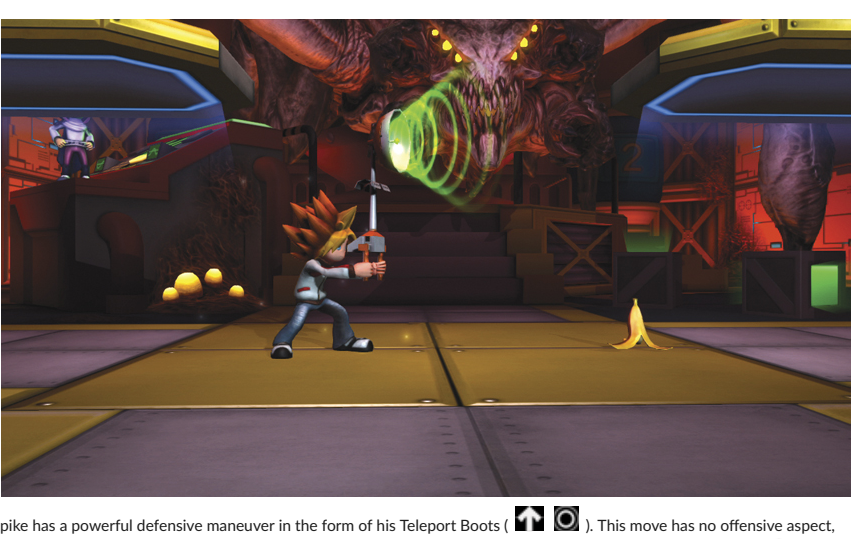
GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Hoola Hoop	○	5–25	Mashable (short/full)	Lift (short); eject tornado (full)	—	Spike runs when mashing stopped or when fully mashed
2	Magic Punch	→ ○	10 (tap), 5 (charge)	Chargeable	Stun or guard break (full charge)	← → ✕	—
3	Teleport Boots	↑ ○	—	Press ← or → to direct teleport	—	—	White line indicates range
4	Monkey Radar (Dash)	↓ ○	10	Monkey runs through foes	—	—	—
-	Monkey Radar (Banana)	(hold) ↓ ○	20	Hold until Radar is green	Butt-drop	—	Monkey drops banana; only one in play at a time
-	Monkey Radar (Pipotron G)	(hold) ↓ ○	30, 20, 30	Hold until Radar is red	Eject tornado (first and third hits); full launch (second hit)	—	Cannot use Monkey Radar while Pipotron in play









Spike has a powerful defensive maneuver in the form of his Teleport Boots (↑ ○). This move has no offensive aspect, but it is perfect for either putting Spike in the position to create an opening or avoid an incoming attack. Tapping ↑ ○ makes Spike teleport in the direction he's currently facing, while holding ↑ after pressing ↑ ○ makes him teleport in place as a feint. Press ← or → during the beginning of the teleport animation to teleport backward or forward.

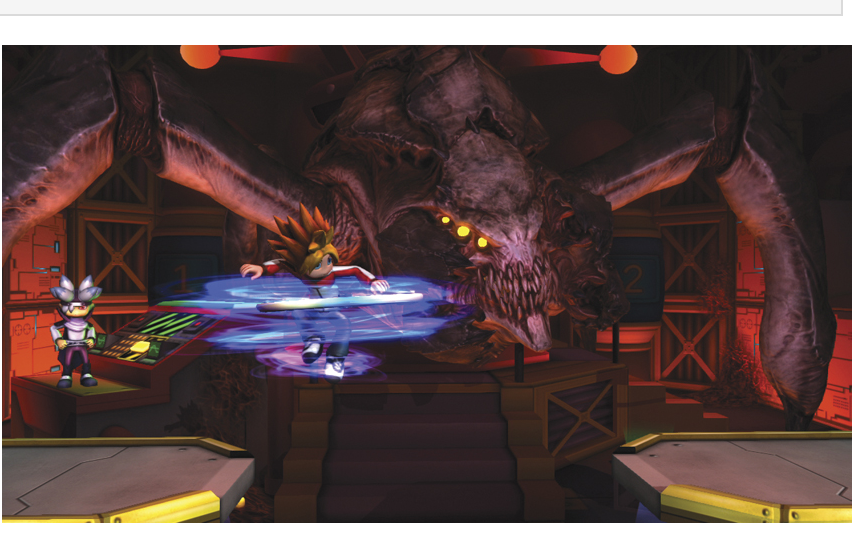
Use the Hoola Hoop (○) only from a safe position. To properly utilize the Hoola Hoop, you need to mash ○ until Spike begins running forward. When he hits the enemy, they're forced into an eject tornado. However, having to mash the attack out leaves Spike vulnerable. Adversaries may block in anticipation of the full attack, which means that Spike is going to get hammered as soon as the foe attacks.

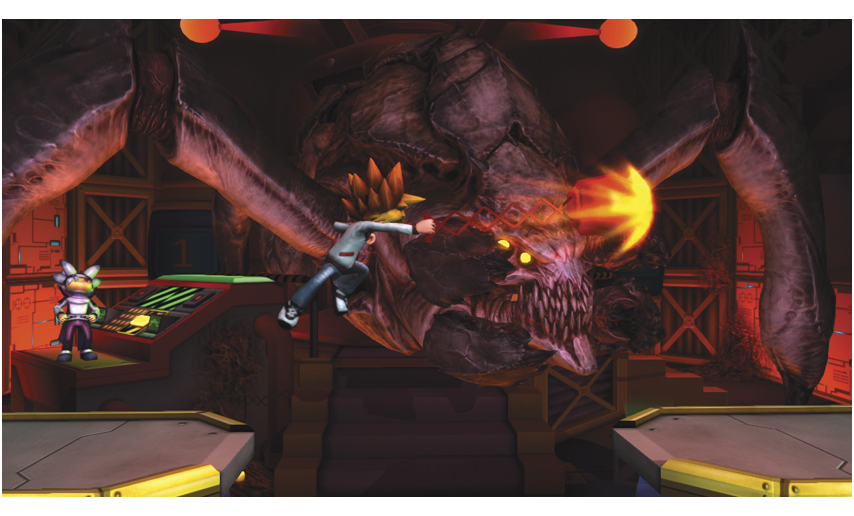
Spike's Magic Punch (→ ○) is a curious attack. When you tap → ○, Spike does a fast punch that earns 10AP. If you hold → ○, Spike charges the punch and earns 5AP. It seems like an unfair trade, but a fully charged Magic Punch leaves the enemy completely stunned. A charged Magic Punch is a great lead-in to a combo and it also stops attackers in their tracks.

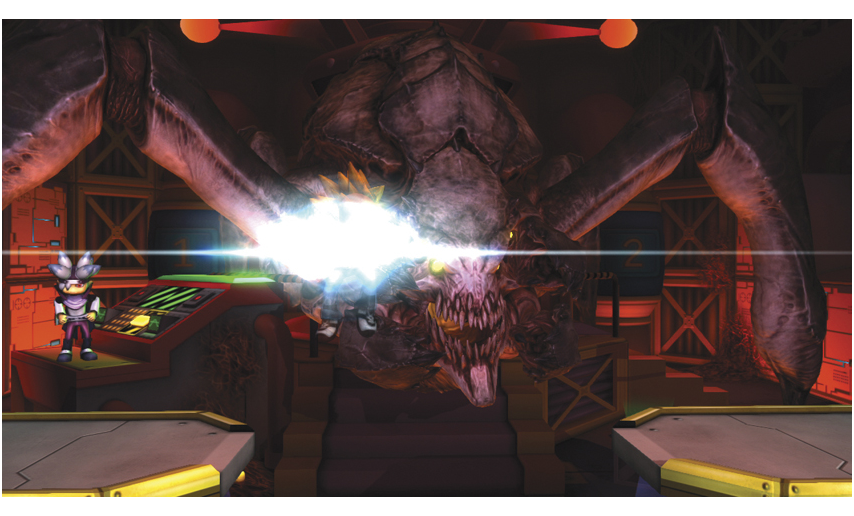
The Monkey Radar (↓ ○) is another move that requires forethought. It has three states: Dash (blue), Banana (green), and Pipotron G (red). You achieve the other states by charging ↓ ○ until the light of the Monkey Radar changes color. The Dash is the default state, and a monkey runs out and dashes through nearby enemies. The Banana sits on the ground and serves to trap foes, pushing them into a butt-drop when they touch it. Pipotron G summons an enormous monster that strikes several times before disappearing. It takes time to appear, but when it does finally come out, it strikes with a speed that is going to surprise your foes.

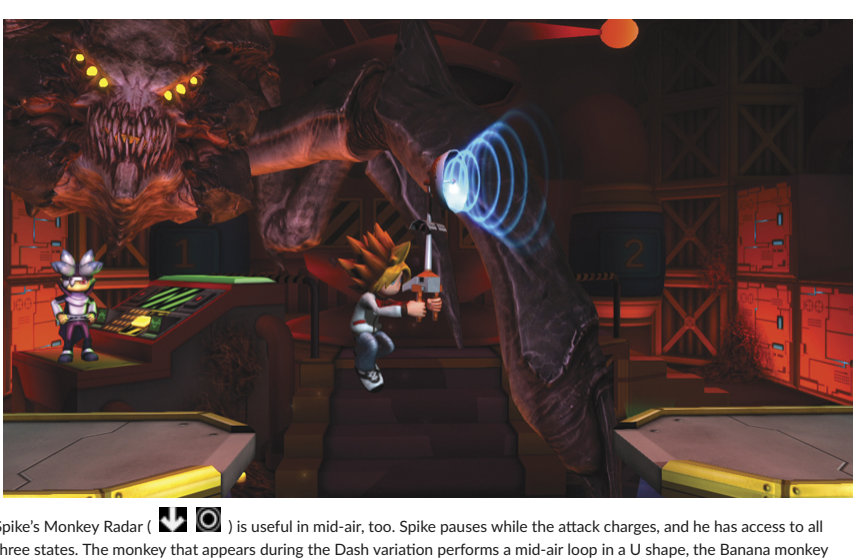
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Aerial Hoola Hoop	Air ○	4–26	Mashable	—	—	Spike hovers while mashing
2	Aerial Magic Punch	Air → ○	30	—	Eject spiral	—	Spike hovers during startup
3	Aerial Teleport Boots	Air ↑ ○	—	Press ← or → to direct teleport	—	—	White line indicates range
4	Aerial Monkey Radar (Dash)	Air ↓ ○	10	Monkey flies in U-shaped curve	—	—	Spike hovers while using Radar
-	Aerial Monkey Radar (Banana)	Air (hold) ↓ ○	10 per banana	Hold until Radar is green	—	—	Monkey throws out three bananas
-	Aerial Monkey Radar (Pipotron G)	Air (hold) ↓ ○	10, 10, 20	Hold until Radar is red	Full launch (final hit)	—	—









Spike's Monkey Radar (↓ ○) is useful in mid-air, too. Spike pauses while the attack charges, and he has access to all three states. The monkey that appears during the Dash variation performs a mid-air loop in a U shape, the Banana monkey pitches three peels, and the Pipotron G remains a hard-hitting monster.

The airborne Magic Punch (→ ○) forces Spike to hover in mid-air while the attack builds up. He's vulnerable here, as an enemy has time to perform an air recovery out of a combo or mount an attack from the ground. Additionally, timing the Magic Punch so that it hits a jumping foe may be difficult. Activate the move just before the enemy reaches the peak of his or her jump. Properly timed, the adversary falls into the attack.

Aerial Teleport Boots (↑ ○) remains a useful evasive maneuver. It functions exactly as it does on the ground, and Spike can attack as he's descending. Use this move to surprise your enemies with rapid-fire aerial location switches, and then take advantage as soon as they make a mistake.

Finally, his Aerial Hoola Hoop (○) is a difficult attack to nail in mid-air, but it absolutely dominates in corner situations. If Spike is close to an opponent, go for the Aerial Hoola Hoop and mash ○ like your life depends on it. The opposing character should be caught within Spike's range and eat every hit.

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe: ↓ □, ↑ □, □

50AP

What's better than a bread and butter combo that puts you just under halfway toward a full Super Meter? This combo comes out quickly and leaves the enemy in an eject spiral. It's safe, efficient, and more than worthy of being your #1 go-to combo in a pinch. Spike isn't particularly vulnerable while performing this combo, unless the ↓ □ whiffs, and ↑ □ can hit several enemies at once, preventing other opponents from rushing in and stopping Spike cold. When using this move near a wall, press ↑ △ when your adversary wallbounces

for an extra 10AP.

II. Against grounded foe: → △ (air), land, → □ (charge)

50AP

This unorthodox combo nets you 50AP with only a little effort. Have Spike leap up and throw a Bananarang (→ △) over your enemy's head. As soon as he lands, begin charging → □. Properly timed, Spike catches the opponent as they bounce backward from the Bananarang and knocks them away. This is a strange combo, and it should serve to disorient your foe and leave them open to further punishment. Keep them guessing!

III. Against grounded and cornered foe: △, △, ↓ □, ↑ □, □

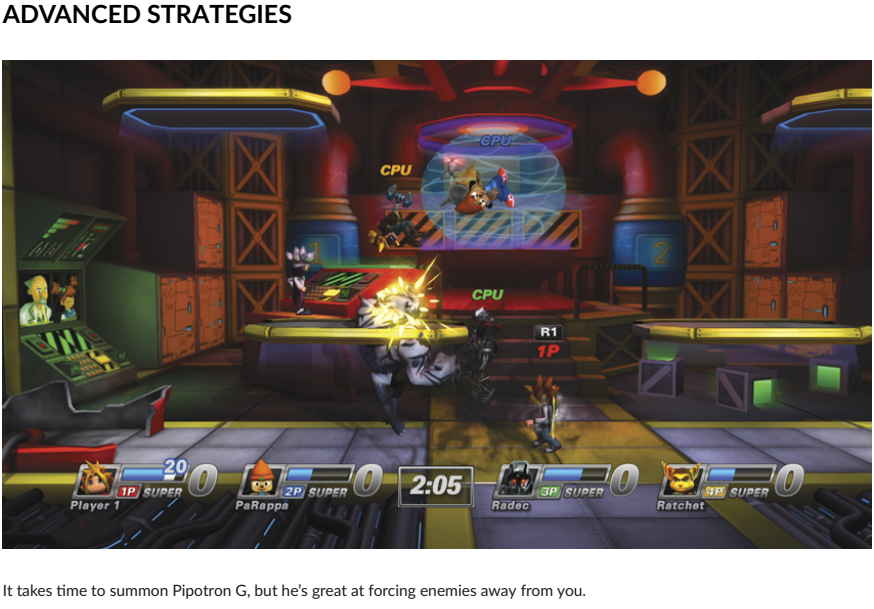
70AP

This combo singlehandedly puts Spike more than halfway toward a Level 1 Super attack. Trigger the RC Satellite Laser (△, △ when near the target) to force the enemy to crumble, and then move in with Spike's bread and butter combo. This is tougher to pull off because of the requirement of maneuvering the RC Satellite Laser, but it pays off huge if you can nail every hit. With Combos like these, Spike earns AP at an extremely fast rate.

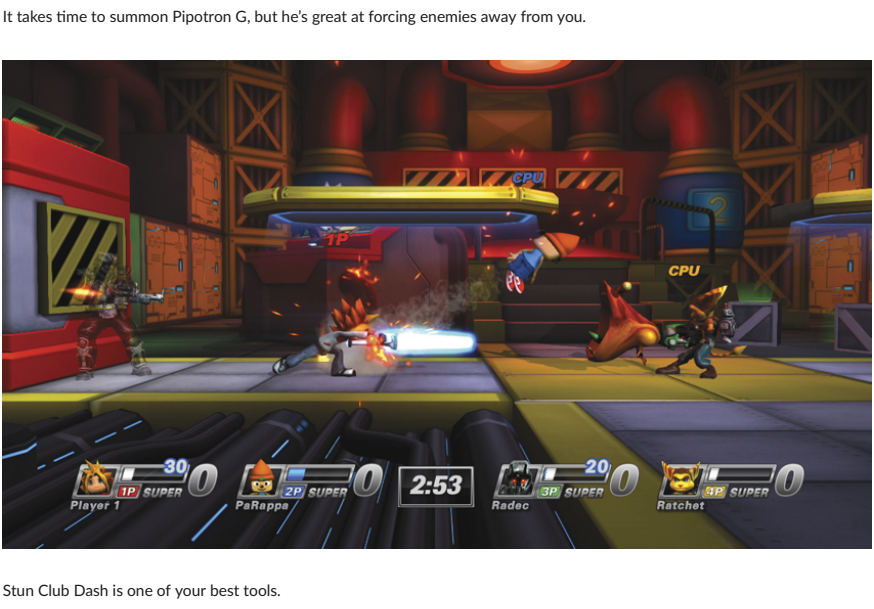
COMBO APPENDIX

Combo	+AP	Notes
△, △, → □	50	Trigger the RC Satellite Laser when your enemy is close. Do not charge → □. This combo can also be started in the air and finished on the ground.
↓ △, □ □, □	45	Try to do this combo close to your enemy for best results. The stun wears off if you try it from too far away.

ADVANCED STRATEGIES



It takes time to summon Pipotron G, but he's great at forcing enemies away from you.



Stun Club Dash is one of your best tools.

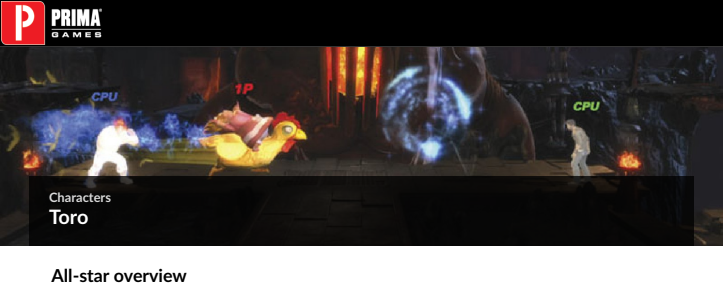
Spike is a combo fiend. He isn't extremely fast, but he is fantastic at linking Attacks to maximize his AP. Spike's shortest combos result in him earning almost half the AP needed to fire off a Level 1 Super attack, and the longer ones come very close to or exceed the 100AP necessary to activate the Infinite Avoidance System. Spike earns AP at a rapid rate, which makes him one of the most fun and effective characters to play.

Your main goal should be learning your limits. Every player is different, and even though performing Combos with Spike is easy, some players may not have the physical skill required to pull them off. Your personal comfort level with Spike should guide your playing style.

If you're skilled at pounding out combos and racking up AP quickly, go for Spike's Level 2 Super attack. You can gain 330AP after five or six solid combos, or even faster if you can catch several characters in your Attacks simultaneously. Go for triple kills with the Level 2 Super attack for the best results. It's a fast-moving attack that can easily kill three characters at once, especially at close range.

If you have trouble with the more complicated combos, you're still in good shape. Build up to Level 1, which takes just 125AP, by performing fast combos that just require two or three button presses. On average, you're going to earn between 40AP and 60AP, so you should have a usable Super attack after only three combos. Use your Level 1 as soon as you acquire it, and make it a point to go for a double kill instead of a triple kill. Getting one kill with Spike's Level 1 is easy, and getting two kills is harder but doable. Scoring three kills with one Level 1 Super attack is much, much harder, so take what you can get. If one or two of your SUPER Attacks only kills one opponent, take the kill and try to do better next time. Have Spike jump in before using a Super attack, dodge roll into the midst of his enemies, and soften them up with a short combo before triggering the Level 1 Super attack.

Spike is a fun and easy character to play. He's intensely rewarding for newbie players or people looking to learn the combo system, but he isn't so simple that hardcore fighting game fans aren't going to have a good time. He's fast and efficient, and he has a very solid arsenal of offensive maneuvers. You can even play keep-away with him thanks to the RC Satellite Laser, and teleporting out of danger is an essential way to stay safe and open his enemies up to attack.



Characters

Toro

All-star overview

Toro Inoue, aka Toro the Cat, has had a burning desire to be human ever since being rescued off the streets by a kindly sushi chef. To that end, this PlayStation Japan mascot has studied humanity through our greatest cultural achievement: video games. It appears that Toro has prepared for PlayStation All-Stars by studying the greatest fighters in the digital realm, creating three costumes that change him into different genre archetypes: Torobi the Kat is a ninja, Justice Toro is a shotokan fighter, and Oni Toro represents hard-hitting bad guys. Toro can switch between his three outfits on the fly, and learning to utilize the correct costume for any given situation is a key component of Toro's gameplan. You goal with Toro is utilize all three costumes together in order to generate the 330AP needed to activate his Level 2 Super, Toro Makes a Wish O_O.

WHY DO YOU WANT TO USE TORO'S LEVEL 2 SUPER ATTACK?

- The maximum number of kills Toro can earn with any Super attack is three, and Toro's Level 2 only requires 330AP as opposed to the 600AP for Level 3.
- The blast range of Toro Makes a Wish O_O is large enough to catch three opponents at once on all but the largest of stages.
- Toro is invincible to everything but other Supers during his Level 2.
- Toro's Level 1 Super is very easy to avoid and leaves him in a vulnerable state.

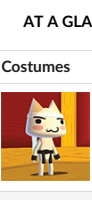
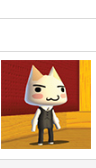
HOW DO YOU GENERATE 330AP QUICKLY WHEN CONTROLLING TORO?

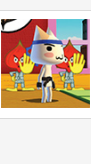
- Seamlessly switch between his three outfits to utilize the best Attacks for different gameplay situations.
- Use Oni Toro's Dive Kick (air ↓ △) and mochi ball Attacks to clear out groups of enemies.
- Use Torobi the Kat's increased mobility options to traverse the level quickly and harass foes with Kat's Leftover Dinner (→ △) and Torobi Stars (↑ △).
- Use Justice Toro in one-on-one situations to deliver fast, powerful blows at close range.

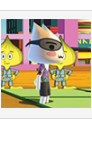
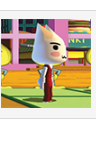
Toro may not have a lot of cancels or elaborate 500-hit Combos, but he makes up for it with incredible speed, superb adaptability, and a whole lot of heart. Don't write off Toro as a "joke" character: he can go toe-to-toe with the biggest and meanest All-Stars without breaking a sweat.

AT A GLANCE

Costumes



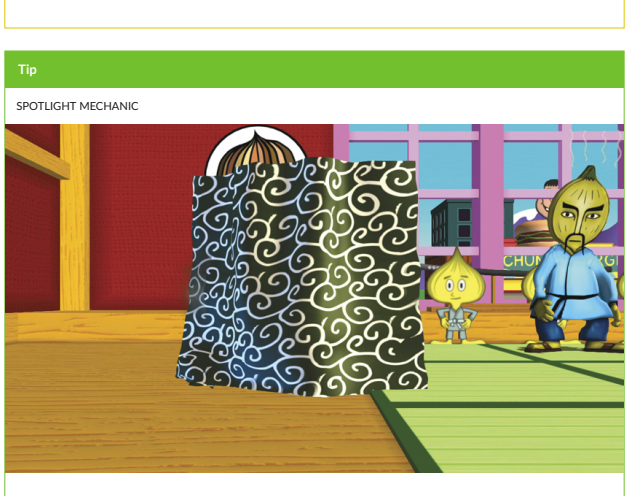
Rundown

- Name: Toro
- Series: Toro the Cat
- Character Archetype: Cat of All Trades
- AP Meter Level 1/2/3 Values: 150/330/600
- Rival Character: Heihachi
- Best Matchups: Sackboy, Radec
- Worst Matchups: Raiden, Jak
- Best Level: Dojo
- Worst Level: Invasion
- Priority Pickups: Baumusu's Axe, Razor Claws

Adopted by a kindly sushi storeowner, this once-abandoned cat is on a quest to become more human. Toro has the ability to assume any of a variety of roles instantly, adapting as the situation requires. An unabashed fan of games, Toro is thrilled to finally meet so many of his heroes.

Tip

SPOTLIGHT MECHANIC



Toro has the distinctive ability to change into three different costumes, all of which have their own unique set of △ attacks but share the same □ attack set. Costume changes are performed by pressing ○ plus a direction:

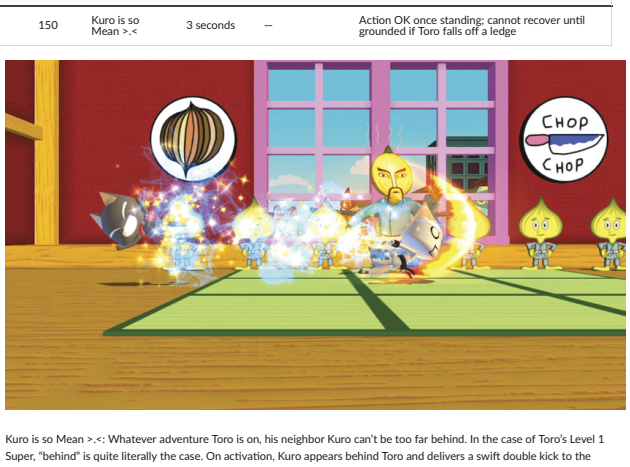
- → ○ : Torobi the Kat, an ultra-fast ninja with weaker attacks.
- ↑ ○ : Justice Toro, a shotokan karate expert with equal parts speed and power.
- ↓ ○ : Oni Toro, a vicious bad guy with a focus on hard-hitting attacks that can strike multiple foes, though he is slower than the others.

While behind the curtain, input any △ attack to cancel into the attack of your choice once Toro finishes changing clothes.

SUPER ATTACKS

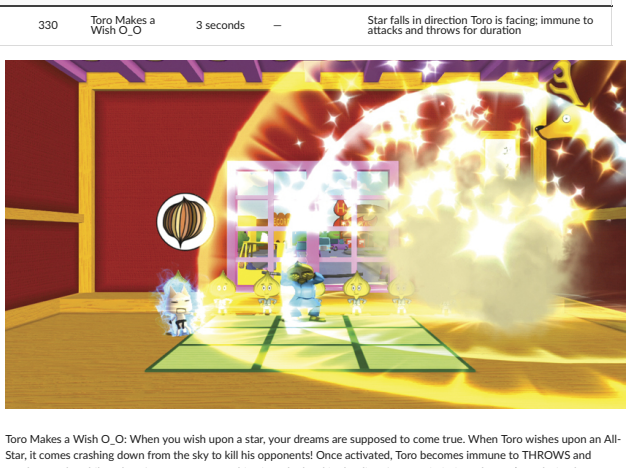
OVERVIEW

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
1	150	Kuro is so Mean >.<	3 seconds	—	Action OK once standing; cannot recover until grounded if Toro falls off a ledge



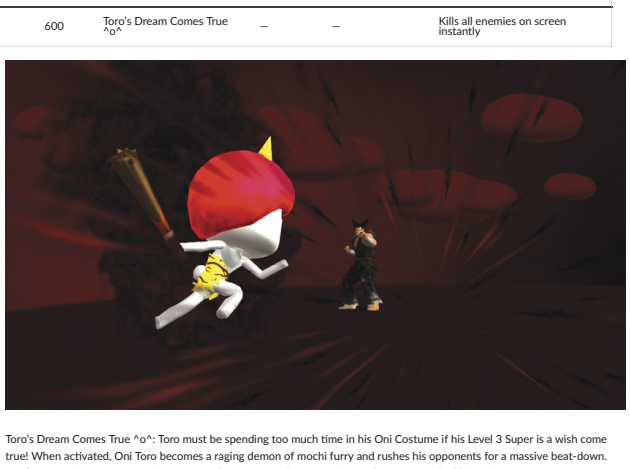
Kuro is so Mean >.<: Whatever adventure Toro is on, his neighbor Kuro can't be too far behind. In the case of Toro's Level 1 Super, "behind" is quite literally the case. On activation, Kuro appears behind Toro and delivers a swift double kick to the keister that turns Toro into a feline projectile! Similar to Fat Princess' Cake, Please!, Kuro is so Mean >.< travels in a straight line for less than a quarter of the screen. Unless you have a clear shot, this Super is slow to start up and can be easily interrupted. If Toro gets kicked off the edge of ledge, he won't be able to recover until he hits the ground. Save your AP, and focus on getting the 170 more you need for a Level 2 instead.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
2	330	Toro Makes a Wish O_O	3 seconds	—	Star falls in direction Toro is facing; immune to attacks and throws for duration



Toro Makes a Wish O_O: When you wish upon a star, your dreams are supposed to come true. When Toro wishes upon an All-Star, it comes crashing down from the sky to kill his opponents! Once activated, Toro becomes immune to THROWS and regular attacks while a shooting star comes crashing into the level in the direction Toro is facing. The star's explosion has a huge blast radius and can score a triple kill without issue on smaller levels. In larger levels, such as Invasion or Stowaways, wait until your adversaries are relatively close together before activating Toro Makes a Wish O_O.

AP Level	AP REQ	Name	Duration	Unique Commands	Notes
3	600	Toro's Dream Comes True ^o^	—	—	Kills all enemies on screen instantly



Toro's Dream Comes True ^o^: Toro must be spending too much time in his Oni Costume if his Level 3 Super is a wish come true! When activated, Oni Toro becomes a raging demon of mochi furry and rushes his opponents for a massive beat-down. Toro's Dream Comes True ^o^ is guaranteed to put an end to every foe on the screen and add six points to your score. At a cost of 600AP, there's no reason to purposely bank AP over an entire match when Toro's Level 2 is a more economical option for roughly the same effect.

THROWS

OVERVIEW

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Basketball Throw	Right stick ↑	15%	Unblockable; 30AP of super armor	Full launch	—

Basketball Throw: Toro tosses his opponent straight up into the air, but unfortunately, the recovery time is so long that it's not possible to link another attack. Basketball Throw can serve as a means to give Toro some breathing room or to force an opponent onto an overhead platform. In the latter case, change into Oni Toro and follow up with Oni Spin to catch the attacker after their wake-up animation.

Name	Command	AP Penalty	Properties	Hit Effect	Notes
Sumo Throw	Right stick ← or →	15%	Unblockable; 30AP of super armor	Eject tornado	—

Sumo Throw: Toro assumes the classic Sumo stance and pushes his opponent into an eject tornado. Like Basketball Throw, this throw is mainly used to get an opponent away from Toro or to force them into a level Hazard.

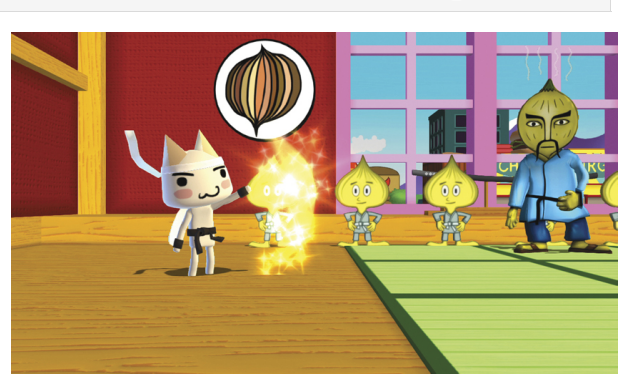
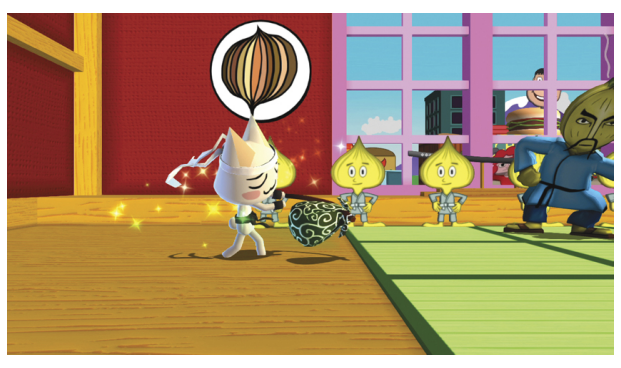
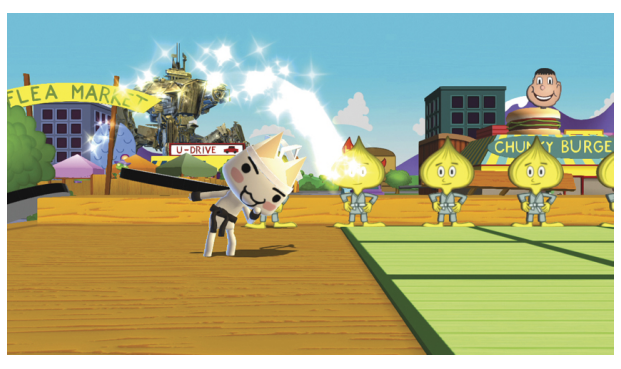
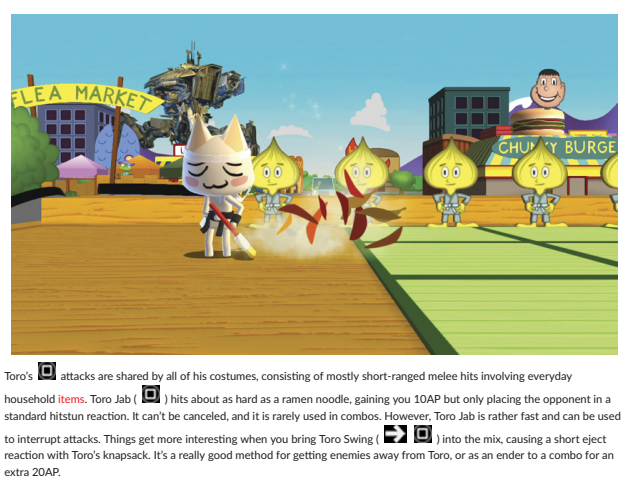
Name	Command	AP Penalty	Properties	Hit Effect	Notes
Tripping Throw	Right stick ↓	15%	Unblockable; 30AP of super armor	Sweep	—

Tripping Throw: Toro literally pulls the rug out from under his opponent's feet, causing a sweep reaction. Any costume can link a simple Toro Jab (□) after the throw for 10AP, or Justice Toro can use △ for 20AP. With a wall nearby and the right spacing, Justice Toro can link ↓ △ for a knockdown and another 20AP.

□ : SQUARE ATTACKS — ALL COSTUMES

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Toro Jab	□	10	—	—	—	—
2	Toro Swing	→ □	20	—	Knocks opponent away from Toro into KD	—	Hit effect similar to Raiden ↑ △
3	Toro Headbutt	↑ □	20	—	Butt-drop	—	—
4	Toro Sweep	↓ □	20	—	Butt-drop	↓ □	Leaves can hit opponent; repeatable

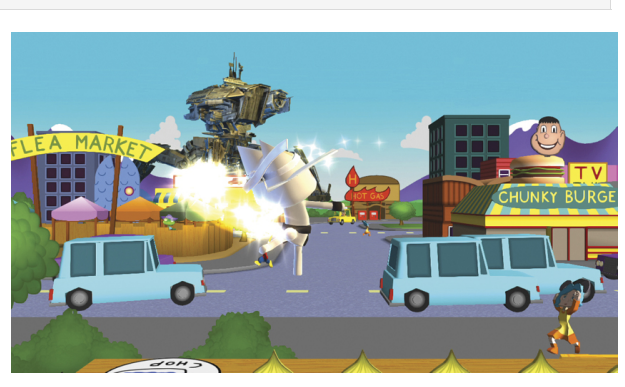
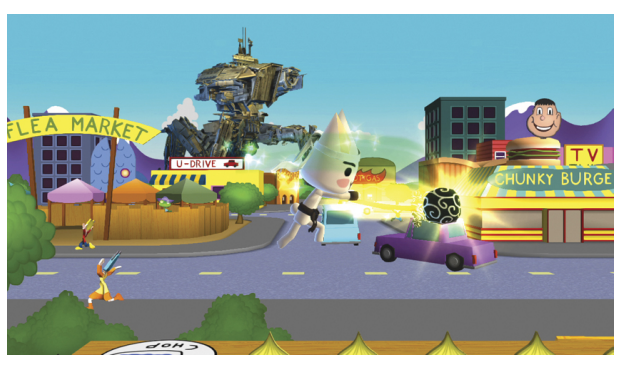
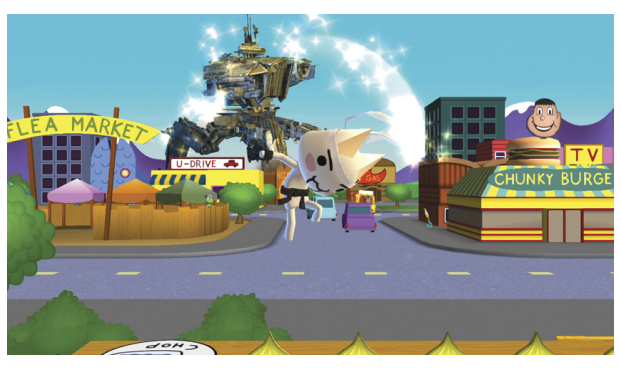
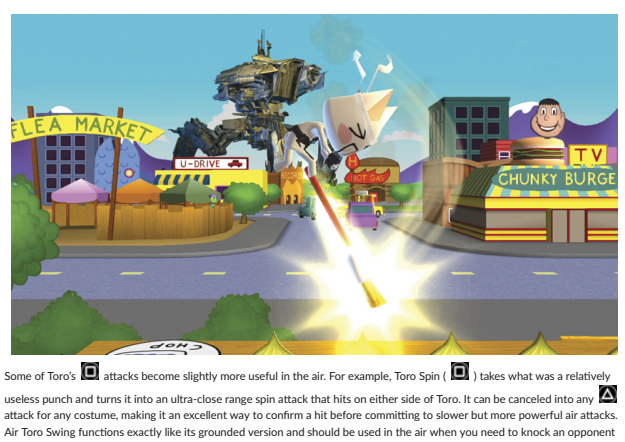
Toro's □ attacks are shared by all of his costumes, consisting of mostly short-ranged melee hits involving everyday household items. Toro Jab (□) hits about as hard as a ramen noodle, gaining you 10AP but only placing the opponent in a standard hitstun reaction. It can't be canceled, and it is rarely used in combos. However, Toro Jab is rather fast and can be used to interrupt attacks. Things get more interesting when you bring Toro Swing (→ □) into the mix, causing a short eject reaction with Toro's knapsack. It's a really good method for getting enemies away from Toro, or as an ender to a combo for an extra 20AP.

Headbutt (↑ □) is one of Toro's key set-up attacks thanks to the butt-drop reaction it inflicts. All three Toro Costumes can take advantage of this attack to set up a combo, with Justice Toro being able to generate the most AP from this attack. If you're in a rush, just follow up with Toro Swing, and prepare for your next encounter.

Toro Sweep (↓ □) also causes a butt-drop reaction but has a greater range than Headbutt since its active area extends to the debris from Toro's broom. It can also hit on either side of Toro, allowing you to clean house should opponents begin surrounding Toro. Toro Sweep is a repeatable attack, too, keeping a constant stream of debris flowing from under Toro while the battle rages on.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Toro Spin	Air □	5	Extra 5AP awarded for hitting foe behind Toro	—	Any △ on hit	Cancel works for any costume
2	Air Toro Swing	Air → □	20	—	Knocks opponent away from Toro into KD	—	—
3	Air Toro Headbutt	Air ↑ □	20	—	Butt-drop	—	—
4	Toro Swipe	Air ↓ □	10	—	—	—	—

Some of Toro's □ attacks become slightly more useful in the air. For example, Toro Spin (□) takes what was a relatively useless punch and turns it into an ultra-close range spin attack that hits on either side of Toro. It can be canceled into any △ attack for any costume, making it an excellent way to confirm a hit before committing to slower but more powerful air attacks. Air Toro Swing functions exactly like its grounded version and should be used in the air when you need to knock an opponent away from Toro without hitting them all the way across the stage.

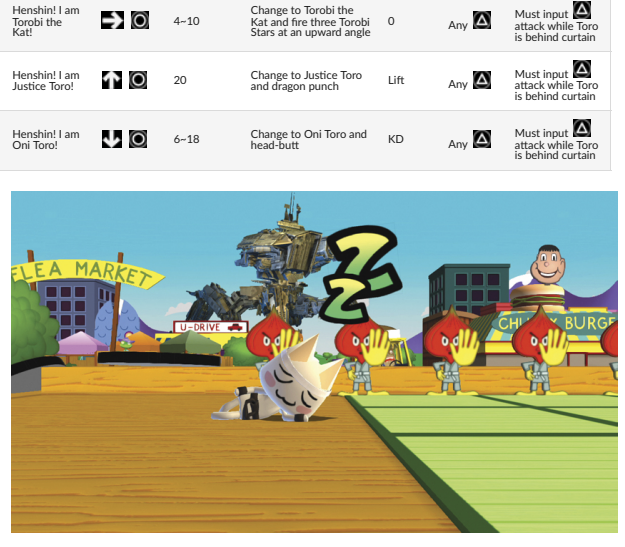
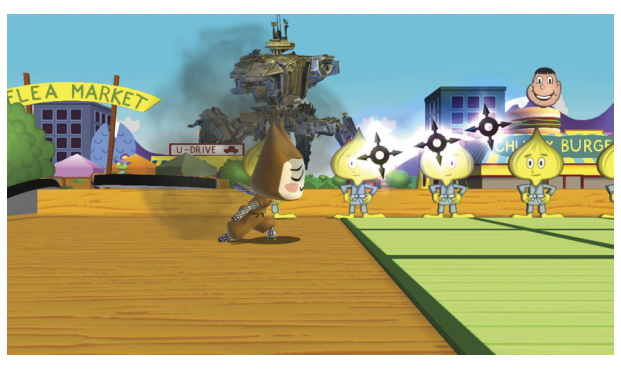
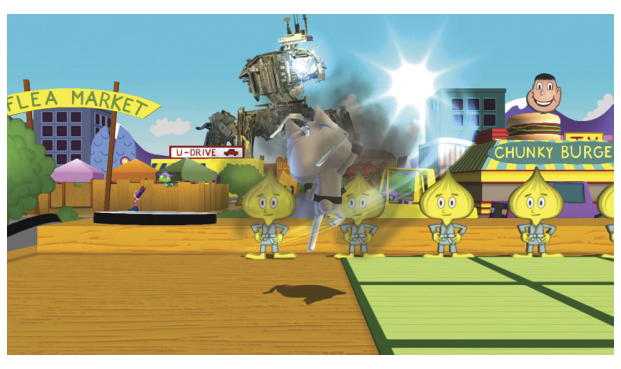
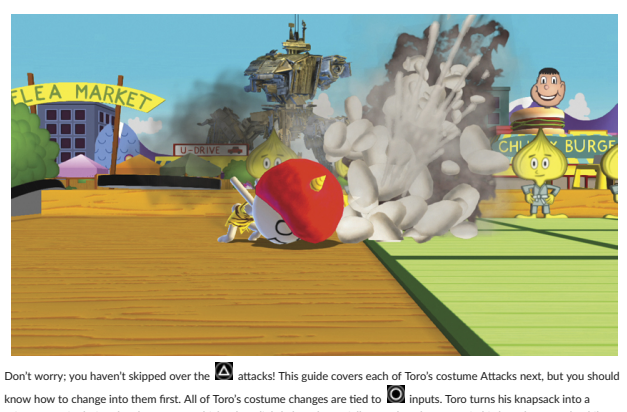
Air Toro Headbutt falls along those same lines when used against an aerial foe but makes for an excellent combo starter for all three of Toro's costumes when used against a grounded opponent. The headbutt puts the enemy in butt-drop state, and once grounded, you may pick the attack of your choice to follow up with. Try a series of ↑ △ uppercuts with Justice Toro, Kat's Leftover Dinner (→ △) with Torobi the Kat, or Mochi From Hell (↓ △) with Oni Toro.

Rounding out Toro's universal AIR Attacks is the Toro Swipe (↓ □), where Toro comes down with a double-handed swing of his broom. Toro Swipe only causes a basic hitstun reaction, but it has nearly double the range of Toro Spin and banks 10AP in your Super Meter. Release this attack at the last second when Toro is jumping in, and follow up with a medium-range attack.

○ : CIRCLE ATTACKS — ALL COSTUMES

GROUND ATTACKS (ALL COSTUMES)

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Toro Nap	○	20AP over 3 seconds	Generates AP	—	Any attack or Super	AP awarded after napping one full second
2	Henshin! I am Torobi the Kat!	→ ○	4–10	Change to Torobi the Kat and fire three Torobi Stars at an upward angle	0	Any △	Must input △ attack while Toro is behind curtain
3	Henshin! I am Justice Toro!	↑ ○	20	Change to Justice Toro and dragon punch	Lift	Any △	Must input △ attack while Toro is behind curtain
4	Henshin! I am Oni Toro!	↓ ○	6–18	Change to Oni Toro and head-butt	KD	Any △	Must input △ attack while Toro is behind curtain

Don't worry; you haven't skipped over the △ attacks! This guide covers each of Toro's costume Attacks next, but you should know how to change into them first. All of Toro's costume changes are tied to ○ inputs. Toro turns his knapsack into a privacy curtain during the changeover, which takes slightly less than a full second, and emerges in his brand-new garb while unleashing an attack. You also have the option of canceling the costume change attack with any △ attack while Toro is behind the curtain, and you may have Toro change into the costume he's already wearing if you want to play mind games with your opponents.

Henshin! I am Torobi the Kat (→ ○) transforms Toro into a quick and fearless ninja warrior, sending out three ninja stars at a shallow up-forward angle upon exit.

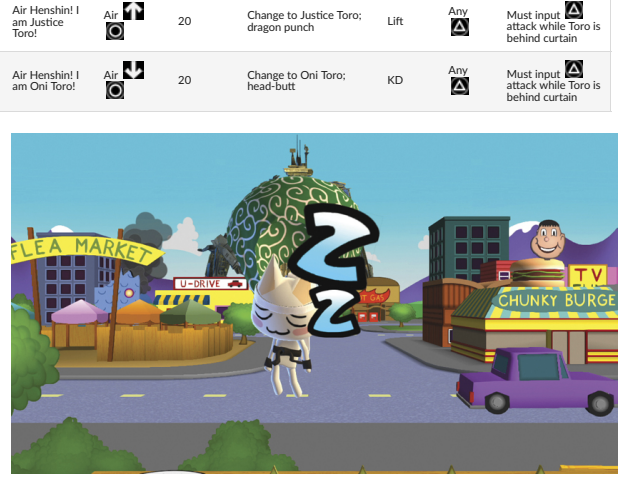
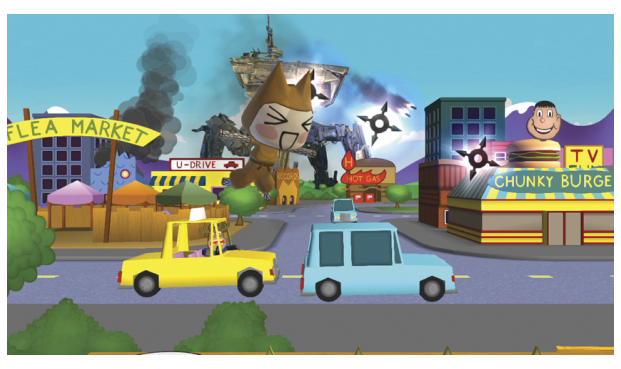
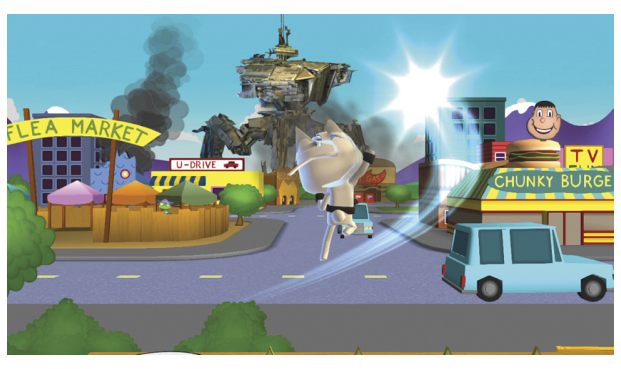
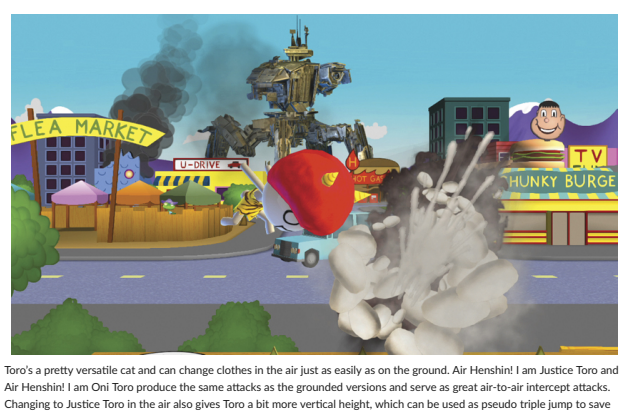
Henshin! I am Justice Toro (↑ ○) is a karate champion focused on fast, single-hit attacks that gain a ton of AP energy. Modeled after "shoto" style characters in fighting games, Toro produces a rising dragon punch when exiting the curtain. Justice is Toro's default outfit at the start of a match and after a respawn.

Henshin! I am Oni Toro (↓ ○) equips Toro with a red devil wig, yellow loincloth, and a limitless supply of explosive mochi. Oni Toro is modeled after notorious fighting game bad guys, focusing on slower attacks that deal more damage and have a wider area of effect

Aside from all of these amazing costume changes, Toro is the only character that can self-generate AP... by taking a nap! Pressing ○ lets Toro take a little snooze for three seconds, generating 10AP per second after the first. Toro Nap may leave Toro exposed, but the nap can be canceled by any normal or Super attack in case an opponent tries to take advantage during his downtime.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Toro Floaty Nap	Air ○	5AP per second	Generates AP	—	Any attack	Enters Toro Nap once grounded
2	Air Henshin! I am Torobi the Kat!	Air → ○	4–10	Change to Torobi the Kat; fires three Torobi Stars at downward angle	—	Any △	Must input △ attack while Toro is behind curtain
3	Air Henshin! I am Justice Toro!	Air ↑ ○	20	Change to Justice Toro; dragon punch	Lift	Any △	Must input △ attack while Toro is behind curtain
4	Air Henshin! I am Oni Toro!	Air ↓ ○	20	Change to Oni Toro; head-butt	KD	Any △	Must input △ attack while Toro is behind curtain

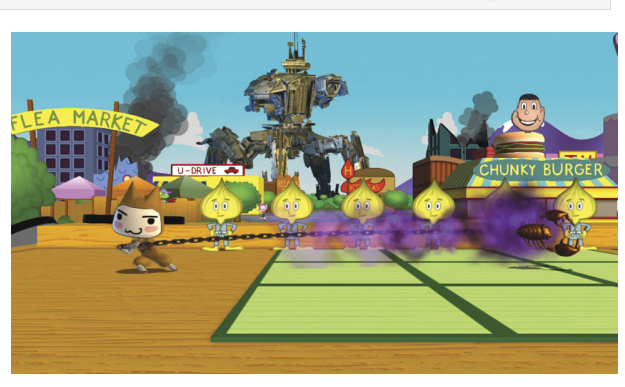
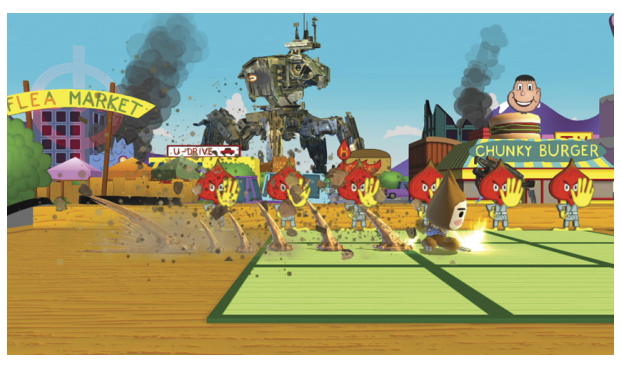
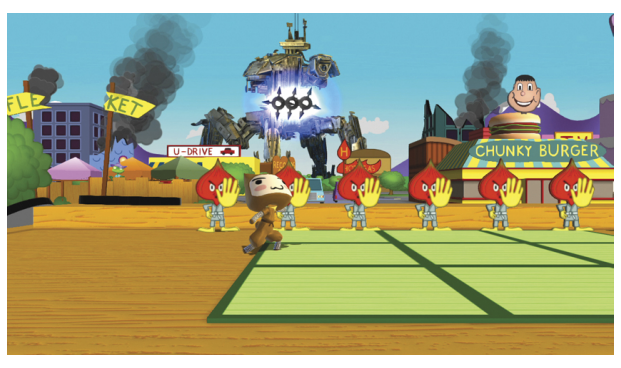
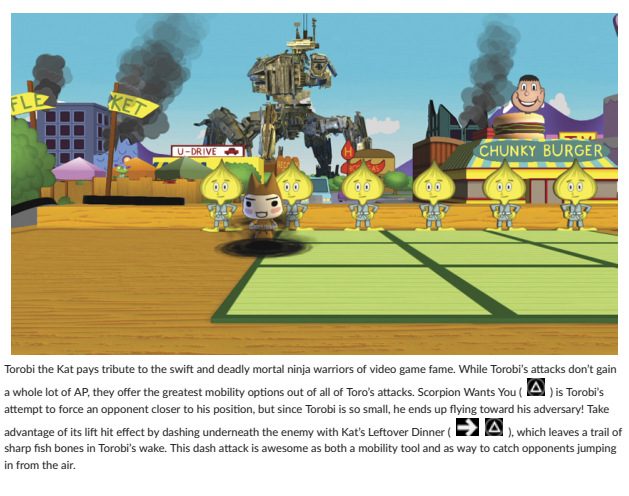
Toro's a pretty versatile cat and can change clothes in the air just as easily as on the ground. Air Henshin! I am Justice Toro and Air Henshin! I am Oni Toro produce the same attacks as the grounded versions and serve as great air-to-air intercept attacks. Changing to Justice Toro in the air also gives Toro a bit more vertical height, which can be used as pseudo triple jump to save Toro's bacon if he gets knocked off a ledge. Air Henshin! I am Torobi the Kat THROWS Torobi Stars at a shallow downward angle, halting the attacks of any opponent trying to hit Toro from below.

Proving that cats truly can sleep anywhere, Toro Floaty Nap turns Toro's knapsack into a parachute to gently guide him back to earth while he sleeps. Toro banks 5AP per second during his air nap and enters Toro Nap if he somehow manages to make it all the way to the ground. Toro Floaty Nap can also be canceled into any attack. While napping isn't a viable strategy to earn full bars of Super Meter, it can be just the refresher you need to put you over the top.

△ : TRIANGLE ATTACKS — TOROBI THE KAT

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Scorpion Wants You	△	26	Toro pulled toward foe	Lift	—	Cannot act until grounded
2	Kat's Leftover Dinner	→ △	10	Dash forward; fish bones can hit foes	Lift	—	—
3	Torobi Stars	↑ △	10 per star	AP gain reduced if multiple stars strike same foe at once	—	—	Fast recovery
4	Sneaky Portal	↓ △	10	Teleports forward and drops down from above; active until grounded	Sweep	—	Action OK once grounded; Toro can appear above nearby foes

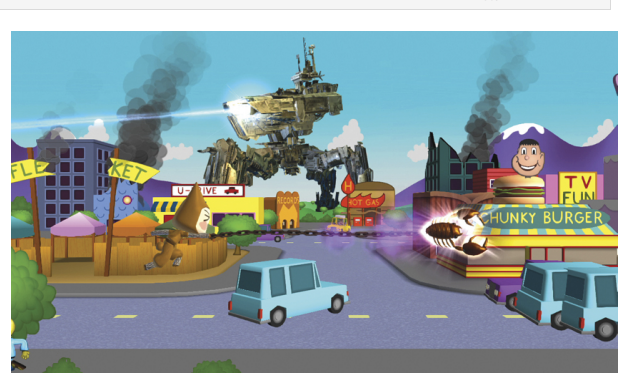
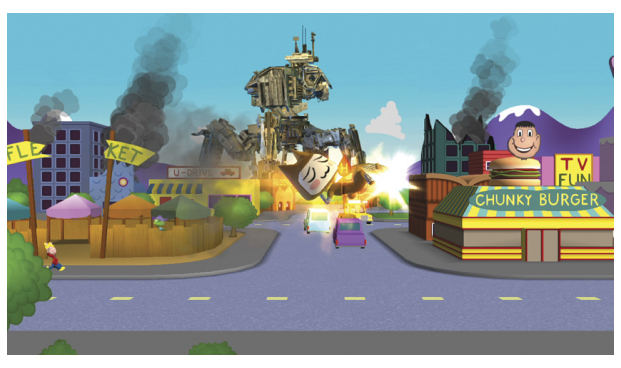
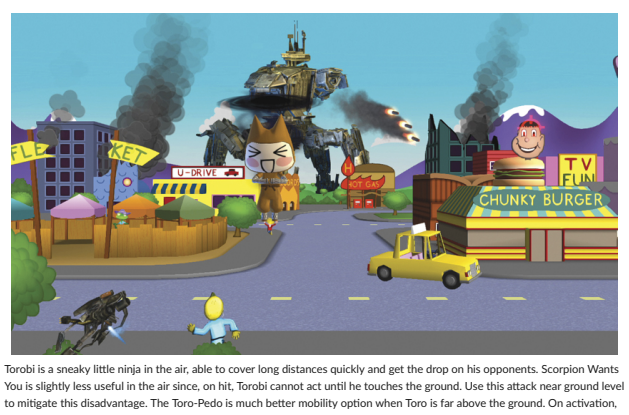
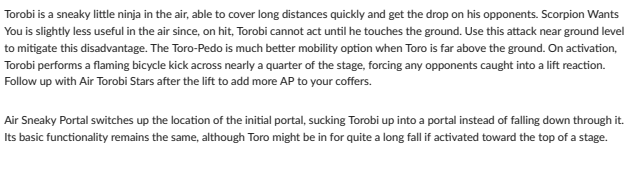
Torobi the Kat pays tribute to the swift and deadly mortal ninja warriors of video game fame. While Torobi's attacks don't gain a whole lot of AP, they offer the greatest mobility options out of all of Toro's attacks. Scorpion Wants You (△) is Torobi's attempt to force an opponent closer to his position, but since Torobi is so small, he ends up flying toward his adversary! Take advantage of its lift hit effect by dashing underneath the enemy with Kat's Leftover Dinner (→ △), which leaves a trail of sharp fish bones in Torobi's wake. This dash attack is awesome as both a mobility tool and as way to catch opponents jumping in from the air.

Torobi Stars (↑ △) is your go-to anti-air and aerial harassment option as Toro. These three little ninja stars fire straight up into the air, spreading out as they travel. A single star impact is worth 10AP on its own but only 3AP per star if more than one strikes simultaneously. The recovery time is very short with Torobi Stars, so try knocking an opponent into the air and repeatedly firing the projectiles upward to harass them. You can easily milk the target for AP as you constantly interrupt them after an air recovery until they get wise to your antics and air dodge out of the way.

Sneaky Portal (↓ △) serves a dual purpose as both an escape plan and alternative attack method. Torobi drops through a hole in the floor, only to emerge roughly five character lengths forward from his position via a hole in the air. If an enemy is within that range, Sneaky Portal automatically drops Torobi on their position, causing a knockdown on hit. Torobi can act again the instant he hits the ground.

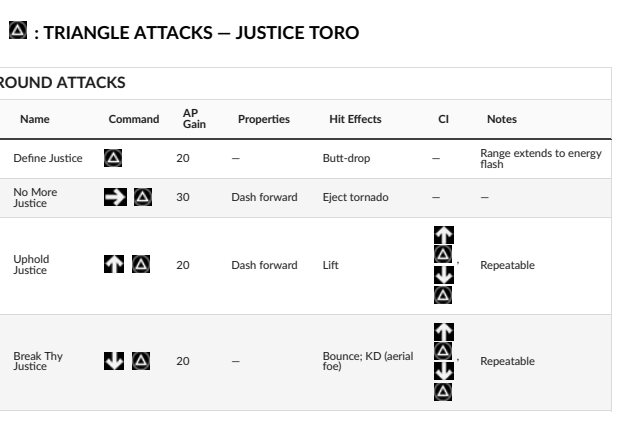
AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Scorpion Wants You	Air △	36	Pulls Toro toward foe	Lift	—	Cannot act until grounded
2	Toro-Pedo	Air → △	3–20	Dashes forward	Lift	—	Cannot attack until flip completes
3	Air Torobi Stars	Air ↑ △	10 per star	AP gain reduced to 3AP per star that strikes same foe at once	—	—	—
4	Air Sneaky Portal	Air ↓ △	10	Teleports forward and drops down from above; active until grounded	KD	—	Action OK once grounded; Toro can appear above nearby foes

Torobi is a sneaky little ninja in the air, able to cover long distances quickly and get the drop on his opponents. Scorpion Wants You is slightly less useful in the air since, on hit, Torobi cannot act until he touches the ground. Use this attack near ground level to mitigate this disadvantage. The Toro-Pedo is much better mobility option when Toro is far above the ground. On activation, Torobi performs a flaming bicycle kick across nearly a quarter of the stage, forcing any opponents caught into a lift reaction. Follow up with Air Torobi Stars after the lift to add more AP to your coffers.

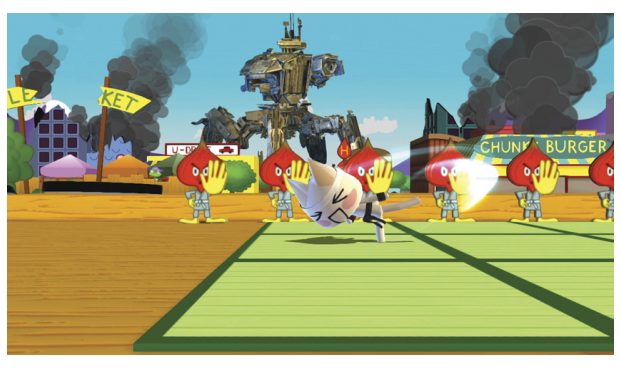
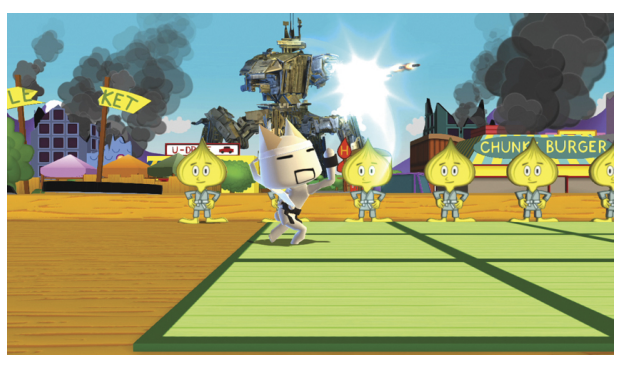
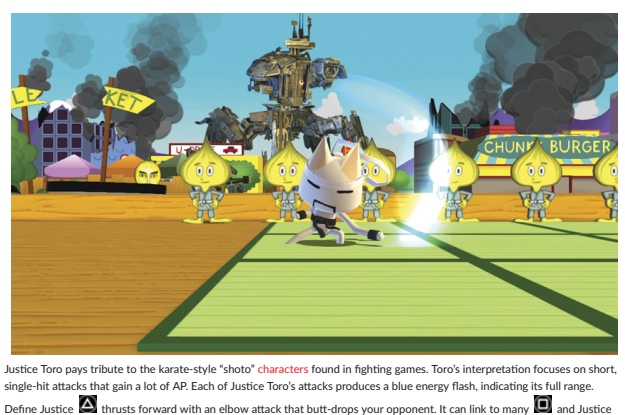
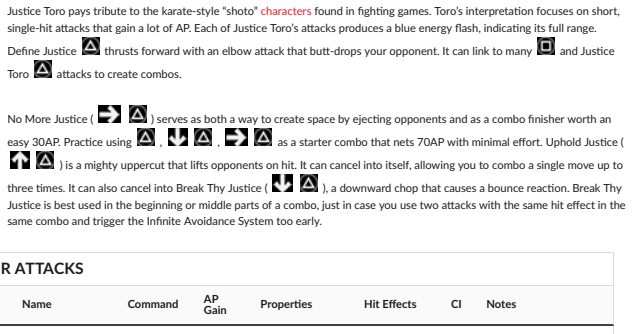
Air Sneaky Portal switches up the location of the initial portal, sucking Torobi up into a portal instead of falling down through it. Its basic functionality remains the same, although Toro might be in for quite a long fall if activated toward the top of a stage.



△ : TRIANGLE ATTACKS — JUSTICE TORO

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Define Justice	△	20	—	Butt drop	—	Range extends to energy flash
2	No More Justice	→ △	30	Dash forward	Eject tornado	—	—
3	Uphold Justice	↑ △	20	Dash forward	Lift	↑ △ ↓ △	Repeatable
4	Break Thy Justice	↓ △	20	—	Bounce; KD (aerial foe)	↑ △ ↓ △	Repeatable

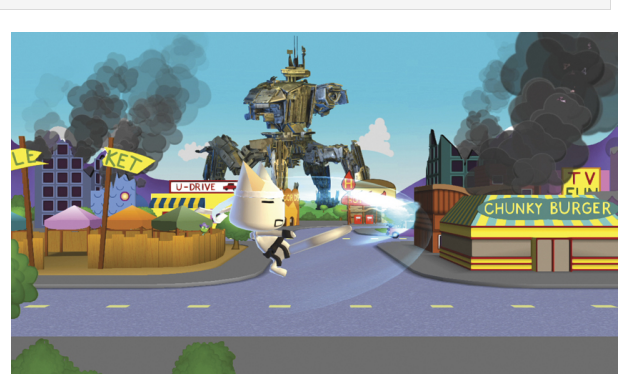
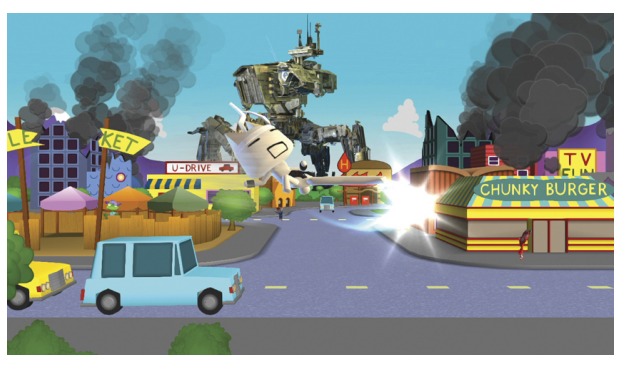
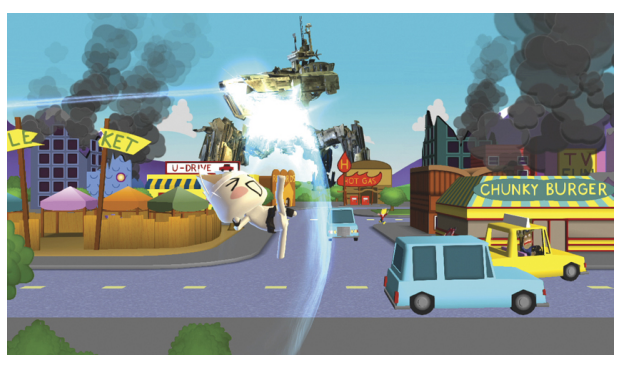
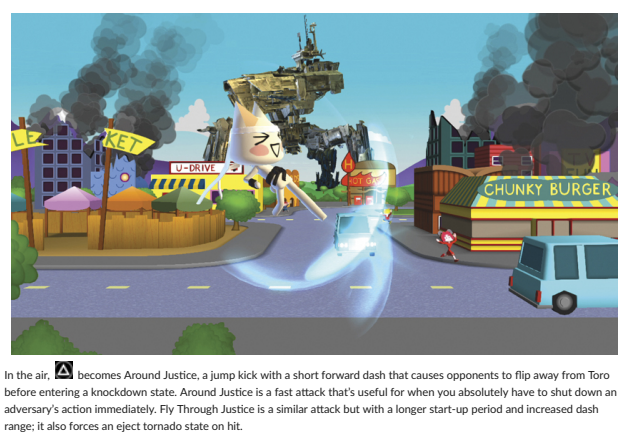





Justice Toro pays tribute to the karate-style "shoto" characters found in fighting games. Toro's interpretation focuses on short, single-hit attacks that gain a lot of AP. Each of Justice Toro's attacks produces a blue energy flash, indicating its full range. Define Justice △ thrusts forward with an elbow attack that butt-drops your opponent. It can link to many □ and Justice Toro △ attacks to create combos.

No More Justice (→ △) serves as both a way to create space by ejecting opponents and as a combo finisher worth an easy 30AP. Practice using △, ↓ △, → △ as a starter combo that nets 70AP with minimal effort. Uphold Justice (↑ △) is a mighty uppercut that lifts opponents on hit. It can cancel into itself, allowing you to combo a single move up to three times. It can also cancel into Break Thy Justice (↓ △), a downward chop that causes a bounce reaction. Break Thy Justice is best used in the beginning or middle parts of a combo, just in case you use two attacks with the same hit effect in the same combo and trigger the Infinite Avoidance System too early.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Around Justice	Air △	10	—	KD	—	—
2	Fly Through Justice	Air → △	30	Dashes forward	Eject tornado	—	Range extends to energy flash
3	Rising Justice	Air ↑ △	20	—	Full launch	—	Hits directly above Toro
4	Down With Justice	Air ↓ △	20	—	KD	—	—

In the air, △ becomes Around Justice, a jump kick with a short forward dash that causes opponents to flip away from Toro before entering a knockdown state. Around Justice is a fast attack that's useful for when you absolutely have to shut down an adversary's action immediately. Fly Through Justice is a similar attack but with a longer start-up period and increased dash range; it also forces an eject tornado state on hit.

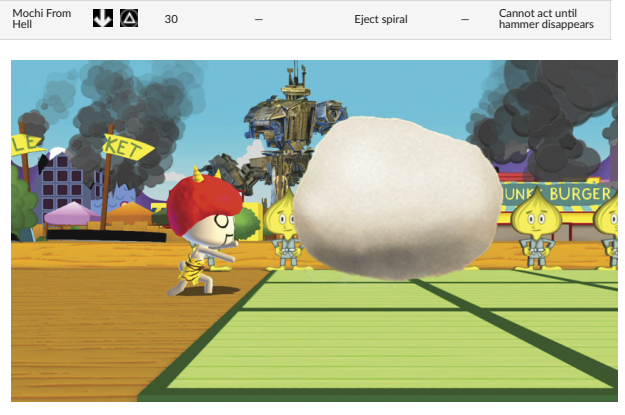
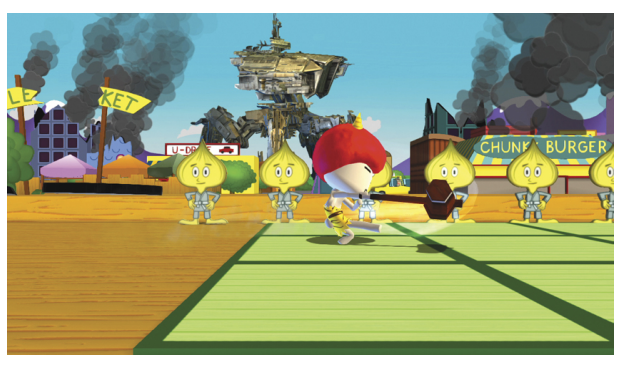
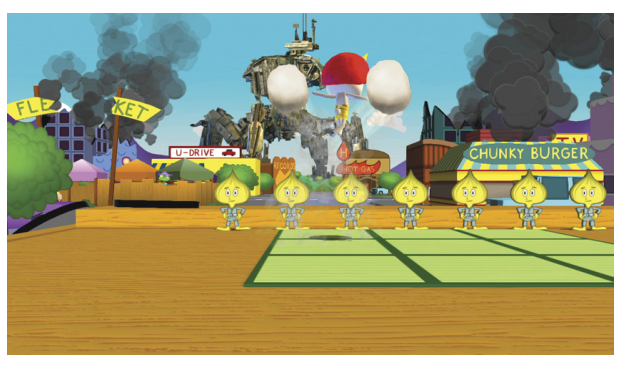
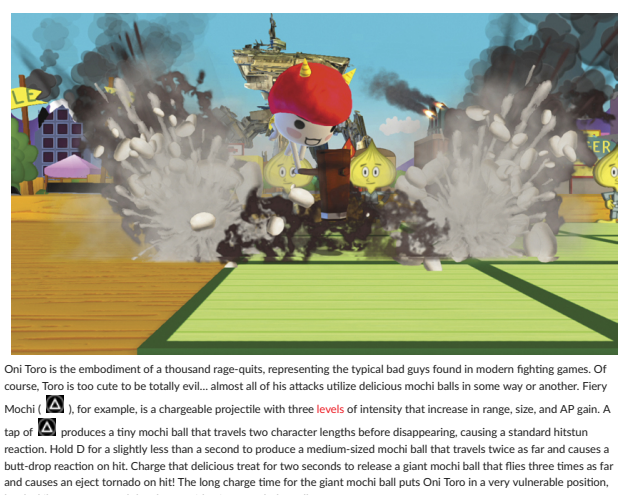
Rising Justice is a short-range kick that only hits directly above Justice Toro, causing a full launch reaction. Annoy your opponents by using Rising Justice from the underside of thin platforms, or hit an aerial adversary to launch them to the top of the stage and change into Torobi the Kat to send a stream of Torobi Stars to greet them.

Down With Justice is another shutdown attack, creating a flash kick that instantly puts both grounded and aerial opponents into a knockdown state on hit. This attack can be used when jumping in on a foe to cover your approach, or as means of stopping someone in the sky.

△ : TRIANGLE ATTACKS — ONI TORO

GROUND ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Fiery Mochi	△	10_20_1930	Chargeable	Butt-drop (med charge); eject tornado (full charge)	← → ✕	Charge increases size of mochi ball; two seconds for full charge
2	Revolving Wrath	→ △	5, 5, 10	Last attack leaves Toro airborne	Crumple (first hit); sweep (second hit); full launch (third hit)	—	Cannot act until grounded
3	Oni Spin	↑ △	5, 5, 10	Aerial attack	Full launch	—	Cannot act until grounded
4	Mochi From Hell	↓ △	30	—	Eject spiral	—	Cannot act until hammer disappears

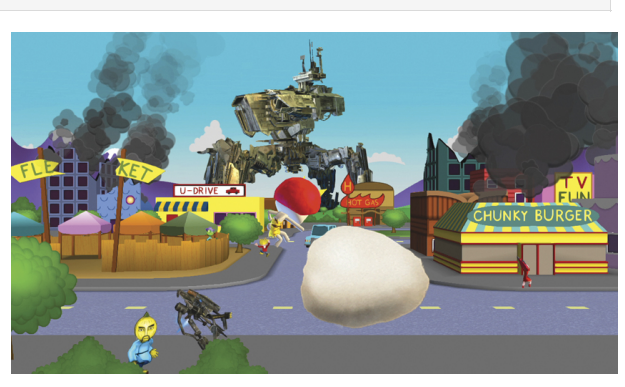
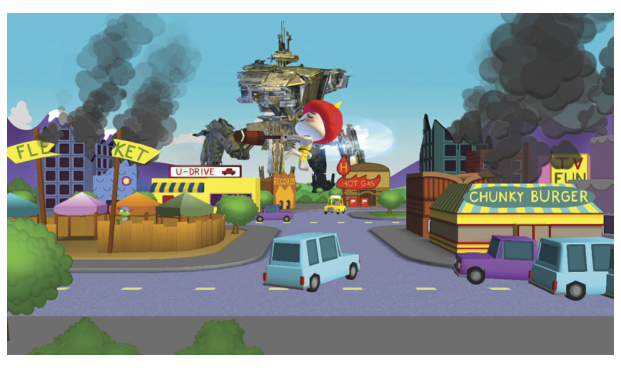
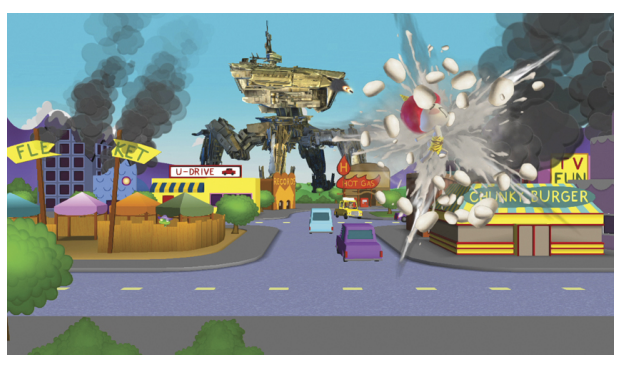
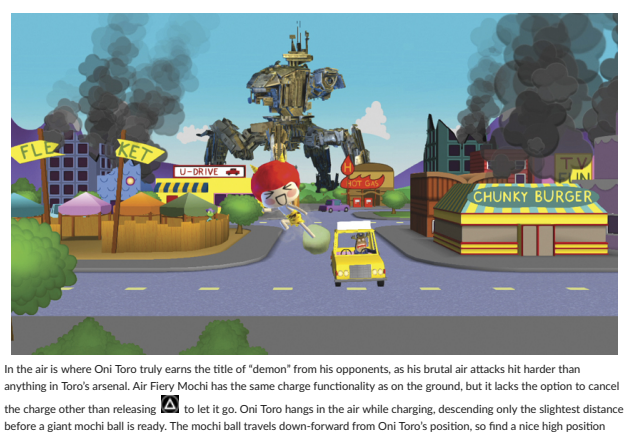
Oni Toro is the embodiment of a thousand rage-quits, representing the typical bad guys found in modern fighting games. Of course, Toro is too cute to be totally evil... almost all of his attacks utilize delicious mochi balls in some way or another. Fiery Mochi (△), for example, is a chargeable projectile with three levels of intensity that increase in range, size, and AP gain. A tap of △ produces a tiny mochi ball that travels two character lengths before disappearing, causing a standard hitstun reaction. Hold D for a slightly less than a second to produce a medium-sized mochi ball that travels twice as far and causes a butt-drop reaction on hit. Charge that delicious treat for two seconds to release a giant mochi ball that flies three times as far and causes an eject tornado on hit! The long charge time for the giant mochi ball puts Oni Toro in a very vulnerable position, but luckily you can cancel the charge with a jump or dodge roll.

Revolving Wrath (→ △) is a long, three-hit attack where Oni Toro spins forward with a hammer that causes a different hit effect with each strike. Only perform this move when you're certain the chance of a counterattack is low, as Revolving Wrath is a slow attack that can easily be punished if the opponent blocks the first hit.

The Oni Spin (↑ □) is an ideal attack for when Toro is surrounded on all sides and needs an escape plan. Once activated, Oni Toro generates a mochi ball on either side of his body and spins into the air, striking opponents on either side. On multi-platform stages, the Oni Spin can be used to safely transition from low to high platforms, clearing the way for a safe landing. When surrounded by enemies on the ground, utilize Mochi From Hell (↓ △) to create a huge explosion on either side of Oni Toro.

AIR ATTACKS

#	Name	Command	AP Gain	Properties	Hit Effects	CI	Notes
1	Air Fiery Mochi	Air △	10/20/1930	Chargeable; charge slows descent	Kneel (second hit); eject spiral (third hit)	—	Fires down at 45-degree angle
2	Air Revolving Wrath	Air → △	10 per hit	Travels in straight line forward while active	Lift (1st hit), eject tornado (2nd hit); butt-drop (1st), KD (2nd, grounded foe)	—	—
3	Oni Flip	Air ↑ △	3–24	Travels ↗ costume change only action allowed until grounded	Eject tornado	△ ↓ △	Must input cancel at peak of mochi jump
4	Oni Dive Kick	Air ↓ △	20	Active until grounded	Kneel	—	—

In the air is where Oni Toro truly earns the title of "demon" from his opponents, as his brutal air attacks hit harder than anything in Toro's arsenal. Air Fiery Mochi has the same charge functionality as on the ground, but it lacks the option to cancel the charge other than releasing △ to let it go. Oni Toro hangs in the air while charging, descending only the slightest distance before a giant mochi ball is ready. The mochi ball travels down-forward from Oni Toro's position, so find a nice high position against a wall before charging to cover Toro's rear end and maximize the mochi.

Air Revolving Wrath is faster than the ground version of the attack and travels in a straight line. It can be used as both an attack and a movement aid, giving Oni Toro that last push to reach across a gap when needed. The hitbox on the hammer is fairly large and allows for some trickery with thin platforms: jump so that just Oni Toro's head is through the platform and activate the attack, hitting all opponents at their feet!

The Oni Flip is one of the best moves Toro has available out of all his costumes. On activation, Oni Toro immediately begins wrapping himself in mochi while traveling at an up-forward angle, bringing any opponents with him. Once reaching critical mass, the mochi explodes and ejects all enemies caught in the blast. Oni Toro can cancel into Dive Kick or Air Fiery Mochi the instant before the big explosion, too, giving you a way out or a way to continue the attack if needed.

Finally, the Dive Kick represents all that is truly evil in fighting games, as players have felt the sting of this diagonal attack on generations of consoles. Active almost instantly, Oni Toro swiftly flies in a down-forward direction, striking any opponent in his path for 20AP. Dive Kick is the key to starting huge Combos against grounded opponents: it's hard to defend against and Oni Toro can act the instant he hits the ground!

COMBOS

MAIN COMBOS

Note: All combos assume your character is facing the right side of the screen.

I. Against grounded foe as Justice Toro: △ , ↓ △ , → △

70AP

Toro's bread and butter combo uses his default Justice Toro costume for an easy 70AP. The first places the opponent in a butt-drop state two character lengths away from Toro, but luckily, the energy slash from the next attack can reach the target. During the bounce, input the final command to send your opponent away in an eject tornado while you get one-fifth closer to the 330AP you need for a Level 2 Super.

II. Against grounded foe as Oni Toro: (air) ↓ △ land ↑ □ , ↓ △

70AP

This 70AP combo demonstrates the brutality of the Dive Kick. Immediately activate the Headbutt upon landing, followed by Mochi From Hell. A simple combo with big rewards, the final Mochi From Hell blast ensures that Toro is protected from attacks on both sides and sends your opponent away in an eject tornado.

III. Against grounded foe as Oni Toro: (air) ↓ △ land ↑ ○ x △ (Justice Toro) ↓ △ , ↑ △

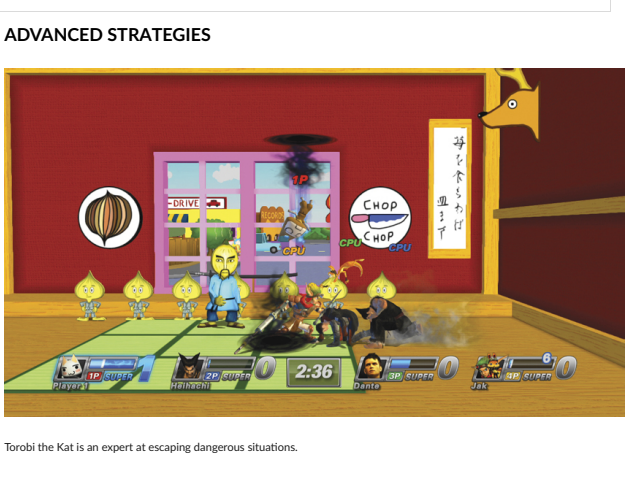
80AP

Another high AP Dive Kick combo, this set of attacks incorporates a stance change into Justice Toro along with a costume cancel while Toro is behind his curtain. It's important to be very deliberate with your inputs when inputting another △ attack during the costume change, as it's quite easy to accidently mash the wrong input and produce an unintended attack.

COMBO APPENDIX

Combo	+AP	Notes
(Torobi) ↑ □ → △ , ↑ △	53	If you're having difficulty landing this combo, try pressing ← quickly before ↑ △ to change the angle of Torobi Stars.

ADVANCED STRATEGIES



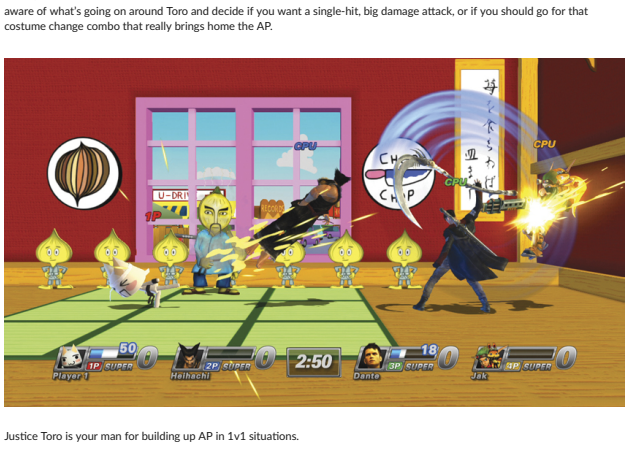
Torobi the Kat is an expert at escaping dangerous situations.

Toro's costumes are built to handle different situations. By understanding the roles that each costume plays in various combat situations, you shouldn't have a problem frequently building the 330AP you need to activate Toro Makes a Wish O_O.

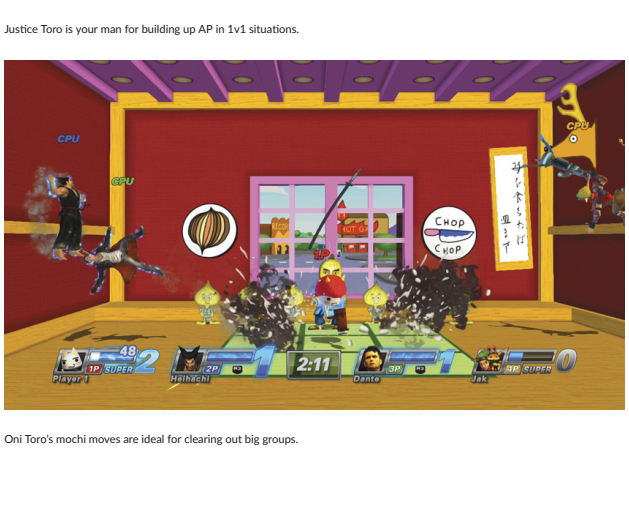
Torobi the Kat is built for one thing: speed. All of his attacks are meant to strike quickly or traverse levels in record time. Don't take Torobi into big battles already in progress, as not a single one of his attacks is suited to clear out enemies. If you find yourself stuck between foes as Torobi, make use of Sneaky Portal and its temporary moments of invincibility to make your escape and change outfits. When meeting an opponent in the air, Toro-Pedo or Scorpion Wants You can both be used to single out an adversary, allowing you a moment of reprieve to change into Justice Toro and really start dishing out the damage.

Justice Toro is who you should rely on when trying to build AP quickly. Just his basic three-hit bread and butter combo nets you an impressive 70AP, and you can grab even more once you get used to using stance changes in the middle of Oni Toro combos. Like with Torobi the Kat, you want to avoid getting stuck in a multi-character melee. Justice Toro can dish out the damage, no problem, but a majority of his attacks have long recovery times that enemies can take advantage of.

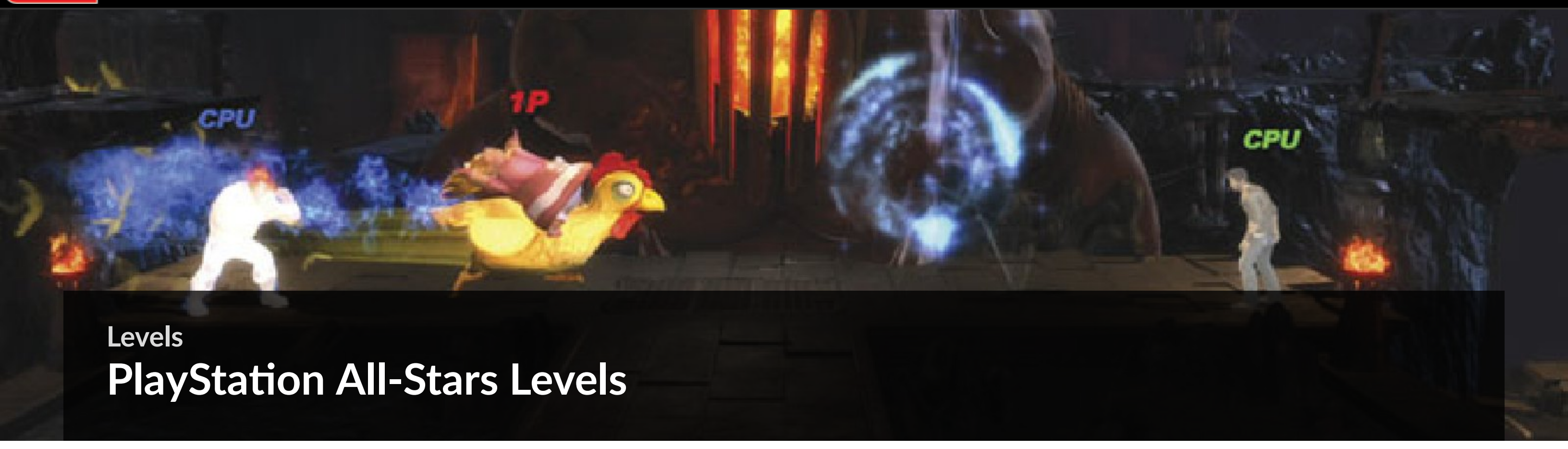
When it comes to dealing with big groups, Oni Toro is king. His mochi-based attacks have large areas of effect and can eject multiple opponents from all sides. Mochi From Hell (↓ △) is a single-hit explosion that acts as a release valve when enemies are putting on the pressure from both sides. The Oni Flip dominates opponents in the air and makes good use of its ability to cancel into a Dive Kick to harass foes on the other side of the level. The Dive Kick is essential to Toro's overall strategy, as it opens up so many options on hit. Once connected with a grounded opponent, the combo options are endless. Be aware of what's going on around Toro and decide if you want a single-hit, big damage attack, or if you should go for that costume change combo that really brings home the AP.



Justice Toro is your man for building up AP in 1v1 situations.



Oni Toro's mochi moves are ideal for clearing out big groups.



Levels

PlayStation All-Stars Levels

INTRODUCTION

Part of the fun of *PlayStation All-Stars Battle Royale* is seeing how the different properties interact with each other outside of battle. While the combat serves to settle the question of which character would win in a fight, the levels let you see what happens when two video games meet on a grand scale. Every level begins as a representation of one game before another game invades and activates a mash-up sequence where the two games interact. These mash-ups are often hostile, as one game attempts to take control of another or defend itself from a threat, and by the time the match ends, one game or the other will have won the mash-up.

SETTING THE STAGE

This chapter of the strategy guide discusses each level in detail. Expect to see a thorough explanation of the changes the level goes through over the course of a match, details on how the mash-up works, and what Hazards to avoid or take advantage of while playing.

DETAILS

AT A GLANCE

Each level has an At a Glance section that discusses the games represented in the level, the number of distinct phases featured, and which major Hazards may prove to be a problem during a match.

TROUBLE SPOTS

Every level is unique, which means that each level provides a new challenge. Some stages scroll vertically, while others rotate around an axis. This guide spotlights the trouble spots for every stage and explains how to avoid getting trapped in a sticky situation. Trouble spots include actual Hazards that can cause you to lose AP and areas that are difficult to escape from when cornered by an aggressive enemy. Staying away from them is the foundation of a good defense.

PHASES

Every level, assuming default settings, runs on a three-minute timer. Over the course of those three minutes, players can have their characters interact with the background, be hit by level-specific Hazards, and face down a mash-up Hazard, as well. The evolution of each level is slightly randomized, meaning that occasionally, Hazards appear earlier or later than indicated here. To compensate, this chapter separates each level into distinct phases of battle, including time codes.

Each phase involves some type of major evolution in the level. Sometimes, characters attempt to take control of the levels, such as when Buzz! invades Dreamscape. Other levels may change settings or wildly alter their geometry over the course of the match. Knowing what's going to happen before it happens is a great way to stay on top of a battle, so pay close attention to the stage's evolution in addition to battling your foes.

HAZARDS AND INTERACTION

It's important to know what can hit your character and what's merely decoration. The guide explains every Hazard on the stage, in addition to the objects that are interactive. Some objects give players free AP, while other objects may shock characters that get too close. A handy table provides all of this info at a glance, while the text explains how to utilize the Hazards and interaction at the expense of the enemy.

STRATEGY

This section gives each phase a specific and natural border, such as when a mash-up begins or when other notable actions happen. Every phase plays a little differently than the phase before or after it, and in-depth strategies for each phase and what to expect from other players are provided here.

These strategies include how to take advantage of high-traffic areas, ways to use the stage to your advantage, good places to trap your foes, and which characters, moves, and Super attacks are particularly efficient on a certain level. Every level requires a slightly different approach, and the strategy section is the place to find specifics on that approach.

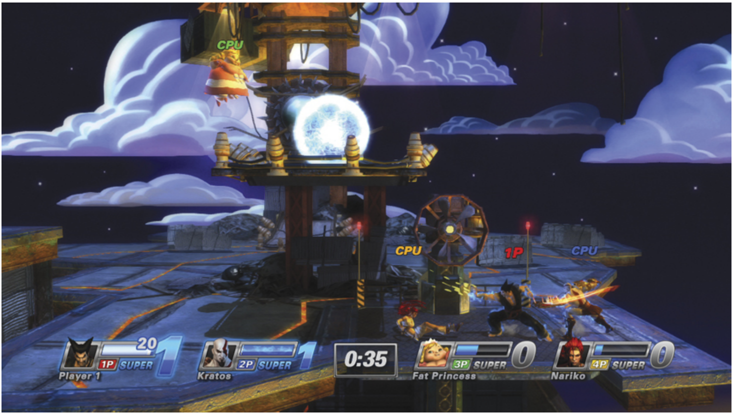
TIPS, SIDEBARS, AND EASTER EGGS

Half the fun of playing *PlayStation All-Stars Battle Royale* is seeing your favorite characters in action and how they interact with unfamiliar characters. This guide tells you what Easter eggs to look for, tips on how to best exploit the stage, and other crucial info by way of detailed sidebars.

Levels

Levels

ALDEN'S TOWER—INFAMOUS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Player 1
2P SUPER
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Kratos
0:35
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0
Fat Princess
4P SUPER
0
Nariko

INTRODUCTION

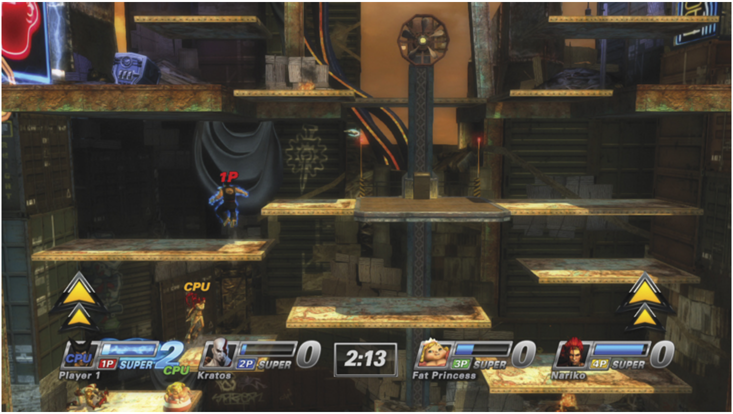
After the Blast, Empire City was left nearly ruined and filled with several violent factions, all of which wanted to take total control of the city. The Dust Men are one such faction, and Alden Tate is their leader. Alden grew up on the streets after being cast out of the First Sons, another faction, and soon found that he had telekinetic powers. He leveraged these powers and his thirst for vengeance to create the Dust Men, an alliance of Empire City's homeless and poor citizens.

Alden's Tower is his headquarters and is one of the tallest structures in Empire City. It's constructed of scrap metal and junk, thanks to Alden's psychic powers, and it's a source of near-constant strife and violence. Now that the All-Stars are here, the only question is just how much trouble they're going to cause?

TROUBLE SPOTS

Alden's Tower is unique in that it scrolls vertically. There are three floors, and each floor represents a single phase. It can be tricky to get used to, especially considering the fact that there's only one way out of the first battleground. To escape the first staging area, travel up the left side of the level. The second staging area is much easier to escape, as there are many thin platforms for characters to pass through and stand on.

All-Stars that don't keep up with the upward progression of the level are teleported to a safe platform and left stunned for a brief moment. Items that immobilize or slow an enemy down are great assets during transitions. Avoid being trapped below at all costs. Players who continually find their characters trapped should focus on ascending Alden's Tower during the transitions instead of hindering someone else's progress.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CPU
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Player 1
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Kratos
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Fat Princess
4P SUPER
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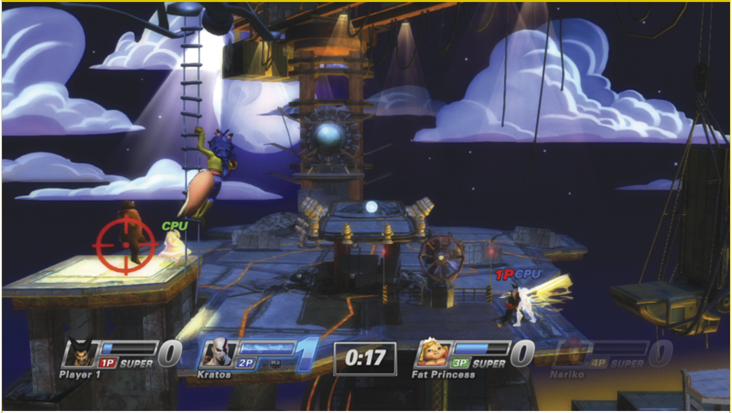
Nariko

AT A GLANCE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Fat Princess
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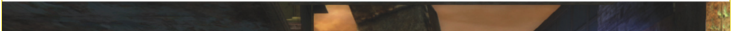
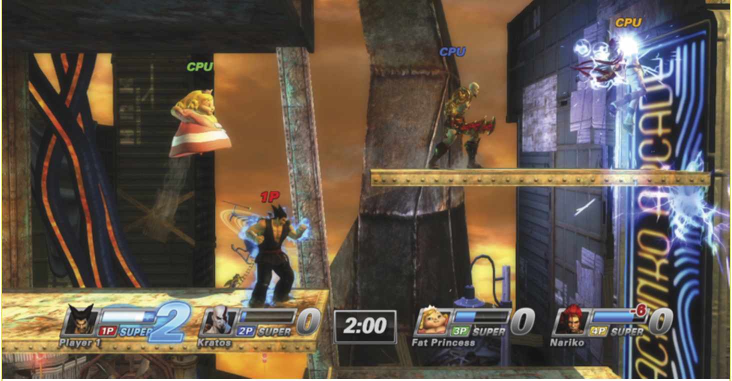
Nariko

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Player 1
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Kratos
2:00
3P SUPER 0
Fat Princess
-6
4P SUPER 0
Nariko

Games Represented:

- inFAMOUS, Sly Cooper

Distinct Phases:

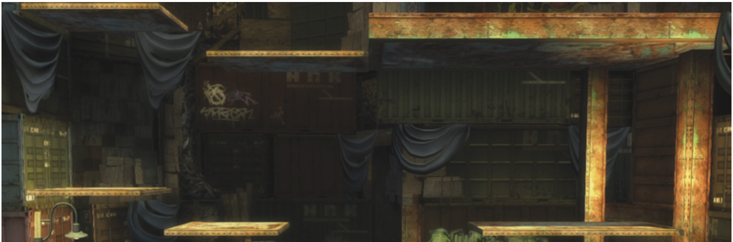
- Level 1, Level 2, Level 3

Major Hazards:

- Inspector Carmelita Fox, Falling

LEVEL 1 PHASE (0:00-0:30)

Welcome to Alden's Tower. Each phase of the match takes place on one level of Alden's Tower. After a certain period of time has passed, the characters are forced to travel to the next level. A series of platforms and elevators eases the transition, but players still must be ready to move at a moment's notice to avoid their characters being trapped below.



HAZARDS AND INTERACTION

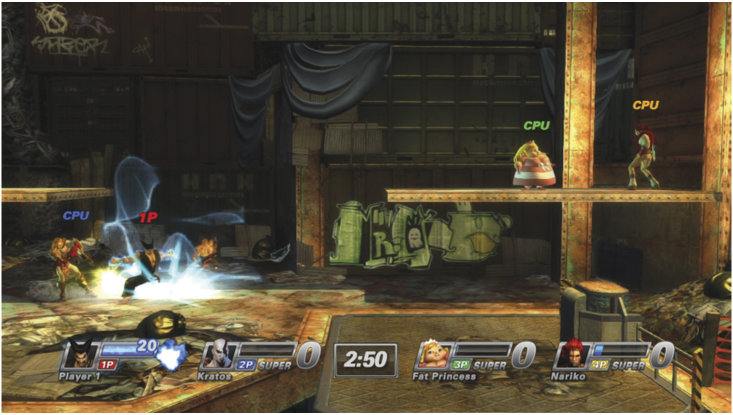
None! …Yet. While there aren't any hazards to speak of for the vast majority of this phase, characters that are caught below the new floor are subject to an ap penalty and stunned when they appear on the new level. The penalties for falling off the stage apply to every phase of Alden's Tower.

Hazard	AP Penalty	Hit Effect	Notes
Falling Hazard	Heavy	Stun	Characters are teleported to a safe platform after being caught in the Hazard.

STRATEGY

Alden's Tower is a fairly wide stage, and the odds are good that fighters in a four-player free-for-all are going to naturally separate into groups of two to fight it out. It is easier to stay focused and properly execute combos when there's only one foe to worry about. Players are faced with two choices: either take it easy and just fight one person at a time, or force other players into an all-encompassing conflict.

Both choices have benefits. Facing down one player is a good way to not just farm AP but to shatter an enemy's morale. Dominating a challenger at the beginning of a match is a good way to show them just who is in control, and it may make them hesitant when it counts later on. Show off early and often.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Fat Princess
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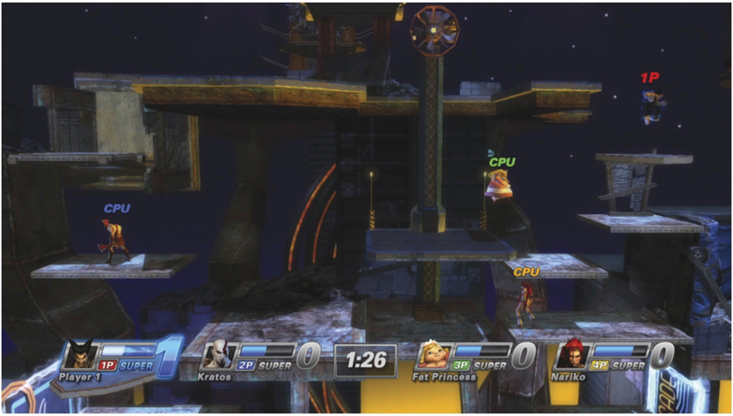
Nariko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2P SUPER
Kratos
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1:26
3P SUPER
Fat Princess
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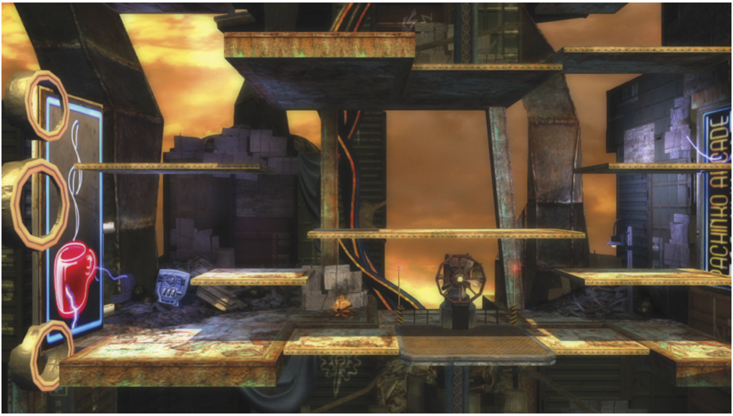
4P SUPER
Nariko
0

On the other hand, letting another player manhandle another sets a bad precedent. Characters like radec are great at being disruptive on this level, especially during this phase. There are just three platforms for players to battle it out on, and radec has a number of long and medium-range attacks that either eject a player or can strike several players at once. Players who can successfully control other players or disrupt their combos are players who can successfully take control of this first phase.

LEVEL 2 PHASE (0:30-1:40)



After around 30 seconds of hardcore battle, flashing up arrows appear on either side of the screen. After a moment, the entire playing field begins to scroll upward. Players must use the elevator, the platforms that are already present, and the platforms that fall into place during the ascent to have their characters make it up to the next floor.

The layout of this phase once the ascent stops is completely different than the first phase. There are neon signs on both sides of the level now, and the platforms are arranged so that characters can easily scale to the top of this floor. The platforms on the right side of the stage are staggered, as well, and all of the platforms are thin platforms.

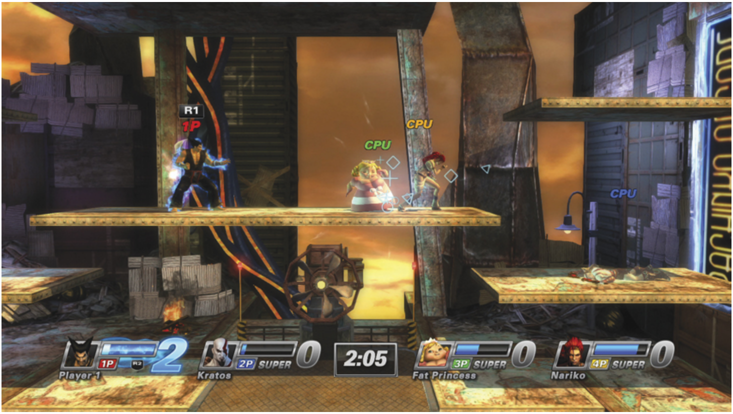
HAZARDS AND INTERACTION

Watch out for the electric signs on the right and left sides of the level. Characters that are knocked into them wallbounce and are left open to further attack.

Hazard	AP Penalty	Hit Effect	Notes
Falling Hazard	Heavy	Stun	Characters are teleported to the platform directly above the center of the level.

STRATEGY

It takes roughly 30 seconds for the second phase to take its final form. This provides a wonderful chance for sneaky players. While others are obsessed with getting to the next level, take a moment to hamper their progress as much as possible. Use items and attacks that freeze opposing characters in place or knock them off a platform. This is risky, as getting caught when the phase transitions upward results in an AP penalty and being left in a stun state, but it's worth it. A few well-placed attacks can keep three opponents trapped on the floor below, leaving them open for further punishment once the transition finishes.


R1
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Player 1
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Kratos
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Fat Princess
4P SUPER
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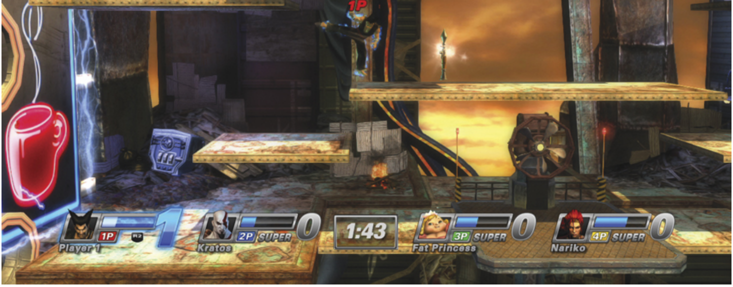
Nariko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Player 1
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Kratos
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Fat Princess
3P SUPER
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Nariko
4P SUPER
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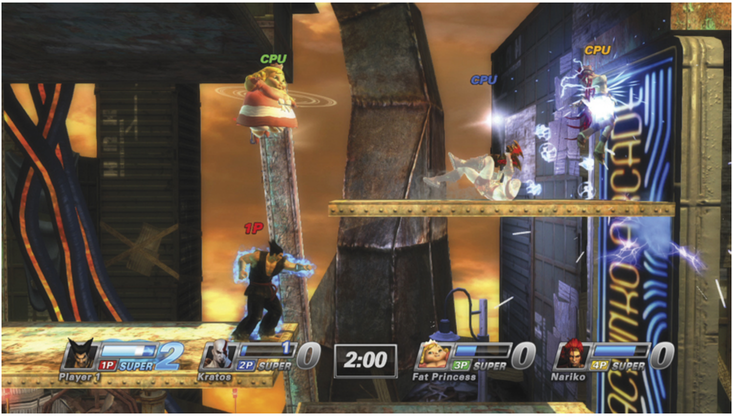
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Player 1
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Kratos
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Fat Princess
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Nariko
4P SUPER
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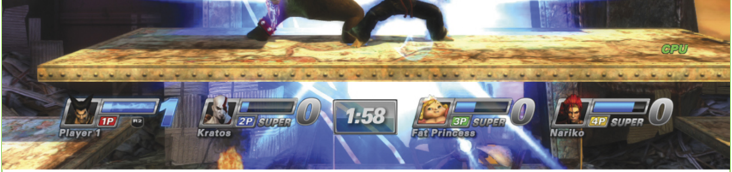
Once it's done, take advantage of the new layout to wreak some havoc. The thin platforms are perfect for playing chicken with opposing characters. Rapid-fire altitude switches, performed via jumping up to platforms and quickly passing through them on the way back to the ground, can be disorienting to opponents and effective for managing multiple adversaries at once. Be unpredictable, and don't be afraid to utilize hit-and-run tactics in addition to focusing on one foe at a time.

Tip

ALL'S FAIR


CPU
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R2
Player 1
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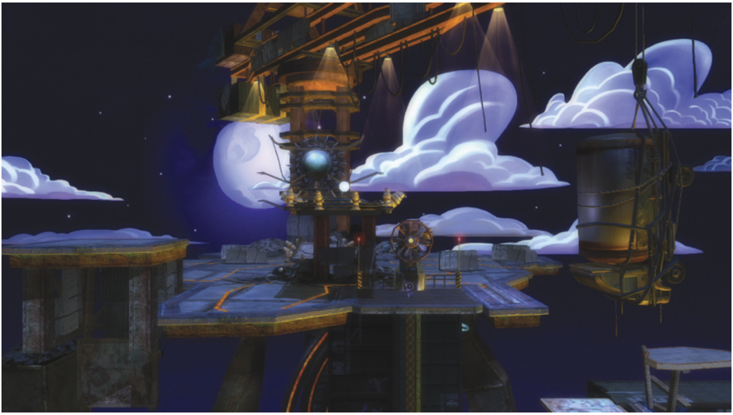
2P SUPER
Kratos
0
1:58
3P SUPER
Fat Princess
0
4P SUPER
Nariko
0

All-Stars that don't make it up the tower before the end of the phase are teleported to the next level and left in a stunned state for a few brief moments. Since the characters are teleported to the same location, this is a great time to go for a Level 1 Super attack and try for multiple simultaneous kills.

LEVEL 3 PHASE (1:41-3:00)



Roughly a full minute of battle later, Alden's Tower forces the All-Stars upward once again. The third and final level is on top of the tower. The peak of the tower has a wide flat ground level, a raised platform to the left, a falling Hazard to the right, and a floating explosive next to the falling Hazard. Above the ground level is another platform, and this one holds the Ray Sphere, a mysterious object that's in high demand. Plus, the helicopters buzzing the tower finally show themselves. Interpol agent Carmelita Fox is on the hunt for troublemakers, and the All-Stars definitely fit the profile.

HAZARDS AND INTERACTION

The central platform contains the Ray Sphere. The Ray Sphere's energy field grows in size as All-Stars stand inside it, producing a large amount of AP spheres of varying value as it reaches critical mass. It's a precarious position, since any character that accesses the Ray Sphere is left open to attack from the sides and below, but the payoff is huge.

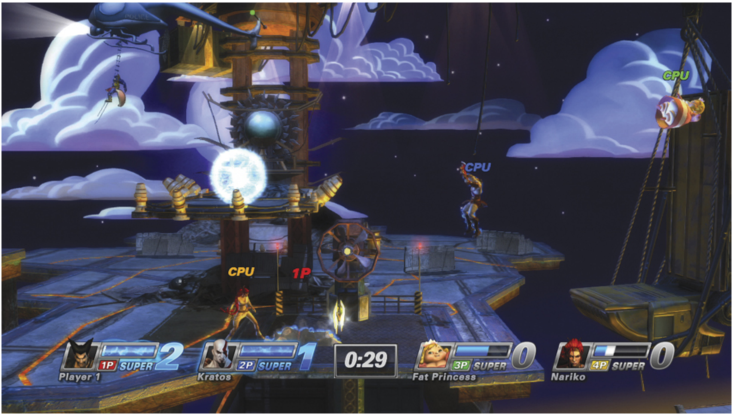
Inspector Carmelita Montoya Fox provides another Hazard. Toward the end of the match, Carmelita's crosshairs appear on-screen and she fires three shots, moving from left to right. Avoid getting caught in these shots, as affected characters are forced into an eject spiral.

The explosive canister on the right side of the stage causes a large explosion that launches the victim into the air. However, the canister can only be activated once, so be the first to throw opponents toward the Hazard.

Hazard	AP Penalty	Hit Effect	Notes
Spotlight Gunfire	Light	Eject Spiral	Characters eject spiral after being shot.
Falling Hazard	Heavy	Stun	Characters are teleported to the platform directly above the center of the level.

STRATEGY

Now's the time to go all out. Gathering AP on the previous two levels should leave most players with at least one Level 1 Super attack. Use that Super attack, no matter the level, and then attempt to activate the Ray Sphere. It's dangerous, but any player whose character is near the Ray Sphere can trigger the burst of AP spheres. If one character begins the growth process, another can finish it, so forcing other players to battle it out in the Ray Sphere is a good way to reap a big AP sphere reward. Make sure that the other players don't make it to the AP sphere first, however.


CPU
CPU
CPU
1P
1P SUPER 2
Player 1
2P SUPER 1
Kratos
0:29
3P SUPER 0
Fat Princess
4P SUPER 0
Nariko

During the last minute of the match, Inspector Carmelita Fox decides to dish out some justice from above. Red crosshairs appear where she is aiming, so beat a hasty retreat from their target zone as soon as possible. Characters that are hit by Carmelita's shots eject spiral and lose AP in the process.

Tip

EASTER EGGS

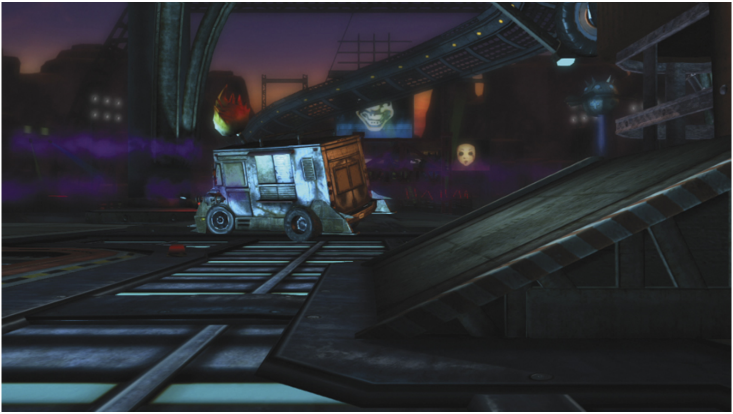
Alden's Tower is a gigantic skyscraper in Empire City, a vertical junkyard of trash, scrap metal, and hodge-podge construction. It is metallic and severe in appearance, but as the end of the match nears, the influence of Sly Cooper increases. The clouds are colorful and cartoony, and Inspector Carmelita Fox flies by on her helicopter. The cold, unfeeling metal of Alden's Tower has a strange relationship with Sly Cooper's animated antics.

Tip

LOOK THIS GIFT HORSE IN THE MOUTH

The Ray Sphere is extraordinarily tempting. It can give a losing player a strong boost or help a dominating player maintain first place. At the same time, the Ray Sphere is a target. Every player knows how it works and wants the AP it releases. As a result, every player wants to prevent their opponents from harvesting that AP. Don't linger around the Ray Sphere—hit and run, and take advantage of the Ray Sphere when possible rather than focusing on it to the detriment of everything else.

BLACK ROCK STADIUM—TWISTED METAL



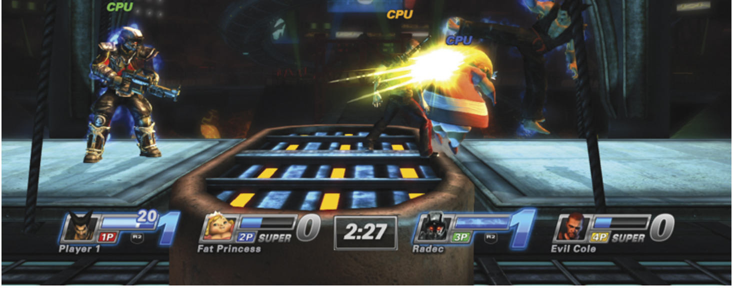
INTRODUCTION

If you're thirsty for a bit of the old ultraviolence, Black Rock Stadium is the place to be. Drivers come from all over to compete in the stadium, and most of them die in the process. Lava flows, spiked balls, and rapidly shifting architecture are all bad enough, but having to also contend with murderous drivers makes Black Rock Stadium the bloodiest place on Earth. It's also the perfect battleground for the All-Stars. Nobody makes it out alive.

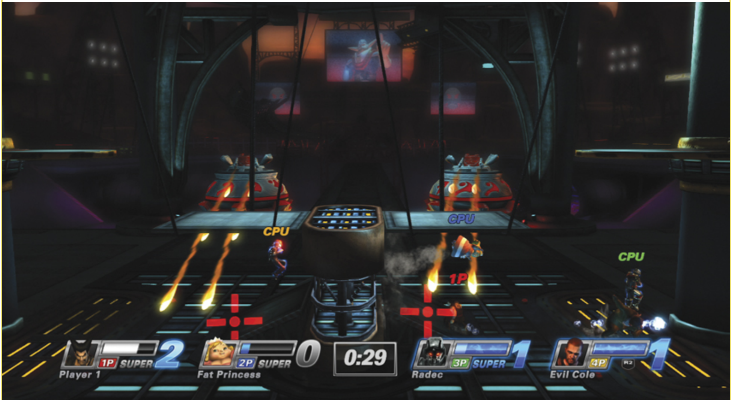
TROUBLE SPOTS

Characters with limited mobility may have trouble when the central platform bisects the stage. Black Rock Stadium has tall, thin platforms that sit several characters high. These platforms can be difficult to reach without a double jump, and once the center platform splits the stage in half, travel becomes even harder.

Time is AP. Any time spent traveling is time that could be spent gathering AP. When playing an All-Star with attacks that allow them to cover great distances or jump extra high, this isn't a big deal. Those All-Stars can simply use those maneuvers to cover the distance quickly. Less agile characters are going to need to take the long way around, which puts them at a disadvantage. Watch for the transitions, and act fast. Stay near the combat whenever possible, just to ensure that time isn't wasted traveling to the fight.


CPU
CPU
CPU
20
1P
1
Player 1
2P
SUPER
0
Fat Princess
2:27
3P
1
Radec
4P
SUPER
0
Evil Cole

AT A GLANCE


CPU
CPU
1P
CPU
1P
SUPER
2
Player 1
2P
SUPER
0
Fat Princess
0:29
3P
SUPER
1
Radec
4P
1
Evil Cole

Games Represented:

- Jak and Daxter, Twisted Metal

Distinct Phases:

- Stadium, Invasion

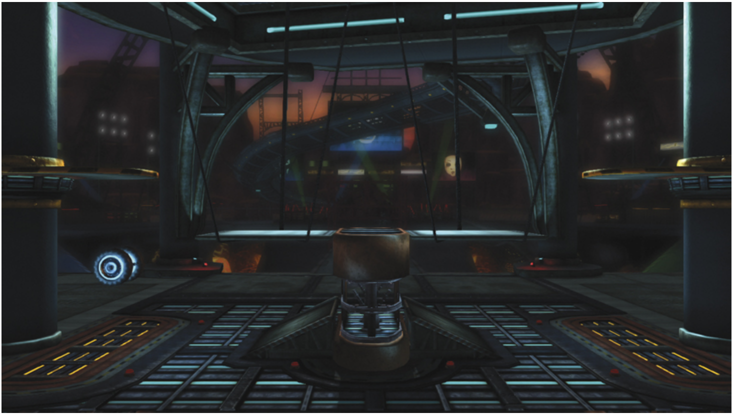
Major Hazards:

- Turbo Cannons

STADIUM PHASE (0:00-1:30)

Black Rock Stadium is enormous. The stadium stretches off into the background, but even the foreground features a whole lot of real estate! Black Rock Stadium's architecture shifts over the course of a match, but there are a few things that remain the same. There are four platforms—two hanging near the center and two elevated on the left and right walls—and a ramp in the center of the level at ground level. The ramp has a centerpiece that rises up and down as needed, connecting the two platforms above the ramp. This creates one long platform above the center of the level and neatly bisects the playing field.

There are two more mobile platforms on the wings of the level. These platforms raise and lower simultaneously and alter the geometry of the level further. They provide easy access to the high platforms on the sides of the level and are a single jump away from the central platforms.



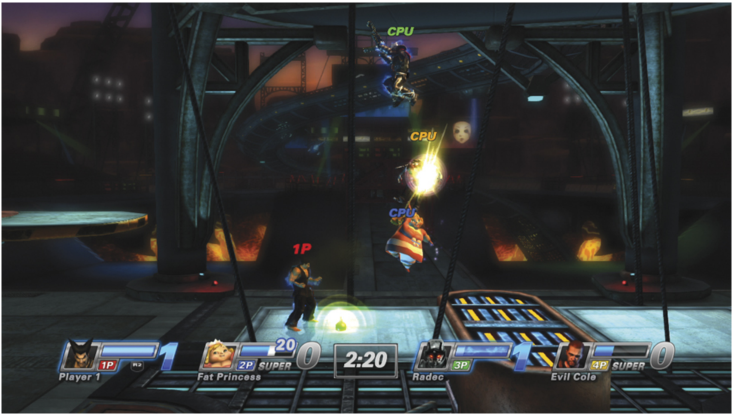
HAZARDS AND INTERACTION

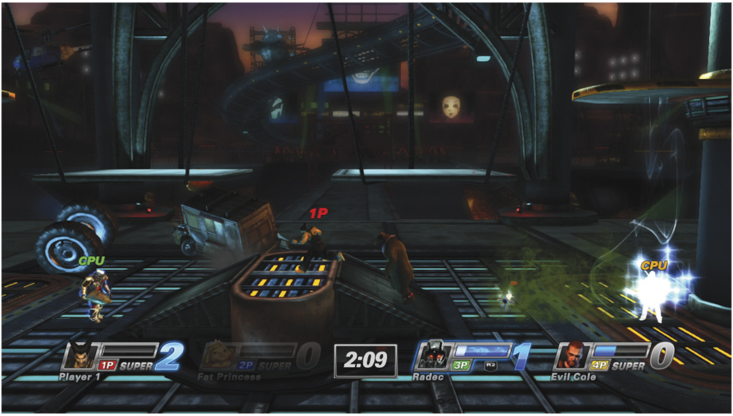
There are no Hazards to worry about in this phase. The hectic battle is stressful enough!

Hazard	AP Penalty	Hit Effect	Notes
–	–	–	–

STRATEGY

Black Rock Stadium provides plenty of vertical and horizontal real estate. As a result, a knockback can easily change a match from a close quarters free-for-all to an intense one-on-one match, and vice versa. Incorporating new and offense-oriented movement is a fantastic idea here. Instead of simply running to an enemy's position, roll there. Rather than jumping up to a platform or dropping below one, use an offensive maneuver like kratos's icarus ascension (↑ ○) or fat princess's butt stomp (↓ △) instead. Traveling and earning ap at the same time always trumps simply walking from place to place.

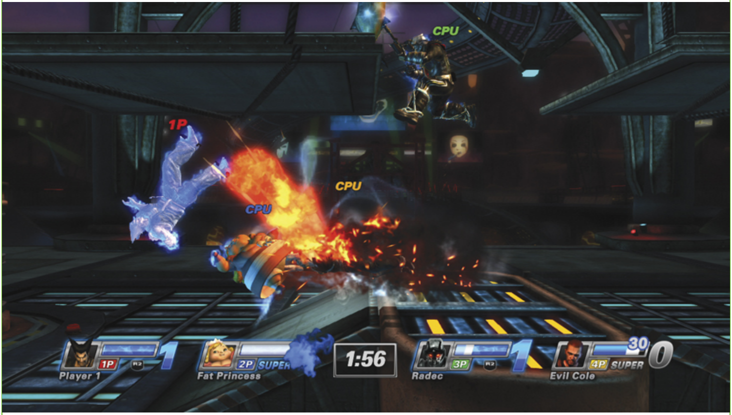

CPU
CPU
CPU
1P
1P
1
Player 1
20
2P SUPER
0
Fat Princess
2:20
3P
1
Radec
4P SUPER
0
Evil Cole


1P
CPU
CPU
1P SUPER
2
Player 1
2P SUPER
0
Fat Princess
2:09
3P
1
Radec
4P SUPER
0
Evil Cole

Use methods like this to quickly and safely travel between the platforms in Black Rock Stadium. Simply jumping or walking is effective, but this leaves your character vulnerable to attack. Moving by way of attacks, however, is much safer, and lucky players can catch one or more opponents in that attack as their characters move on. This sets those enemies up for further attacks, as well. Focus on aggressive self-protection first.

Tip

INTRODUCE DETOURS


CPU
1P
CPU
CPU
1
Player 1
1P
2P SUPER
Fat Princess
1:56
1
3P
Radec
30
0
4P SUPER
Evil Cole

It can be difficult to maneuver around Black Rock Stadium, and All-Stars often must take a roundabout way to their destination. This is good news because while the opposition is focused on travel, savvy players should be focused on interrupting their travel plans. Watch for characters attempting to beat hasty retreats or go for items, and then pounce upon them while they're vulnerable.

INVASION PHASE (1:30-3:00)

When the Invasion Phase begins, two Hellcat Cruisers piloted by Krimzon Guard enter Black Rock Stadium. The Hellcat Cruisers spend most of their time attacking the Twisted Metal combatants, but the Turbo Cannons that arrive just after them are less discerning. They attack both the cars and the All-Stars, so keep an eye out for their attacks.

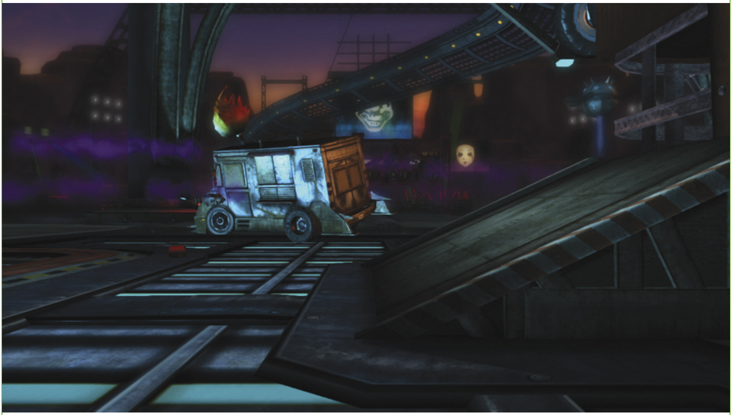
HAZARDS AND INTERACTION

The Turbo Cannons are dangerous. After they fire on the cars, they turn their attentions on the All-Stars. Each cannon has one targeting reticle, and they fire simultaneously. The reticles work their way around the level, pausing to fire three times each before disappearing again. Characters that are hit suffer an AP penalty and are rolling ejected.

Hazard	AP Penalty	Hit Effect	Notes
Turbo Cannon	Medium	Eject Roll	–

Tip

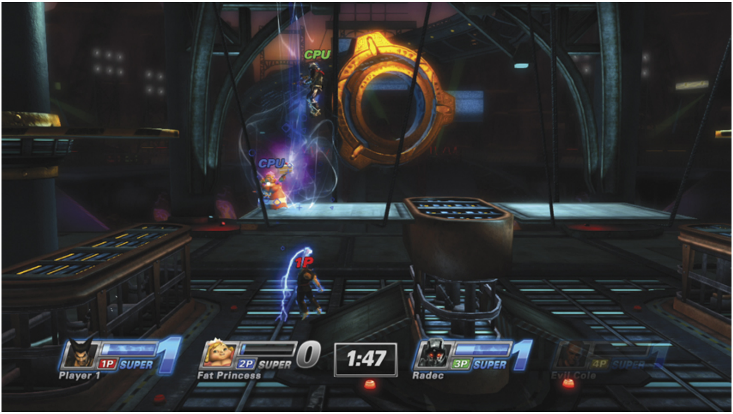
EASTER EGGS

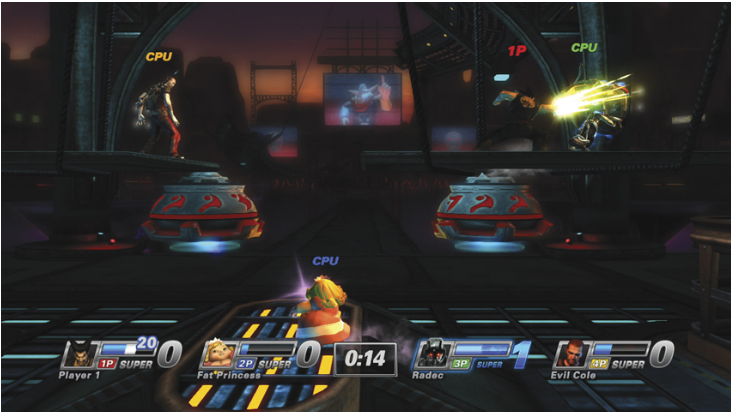


The All-Stars aren't the only combatants in Black Rock Stadium! While the All-Stars fight it out in the foreground, the Twisted Metal tournament continues in the background. Keep an eye out for a few familiar vehicles, combatants, and icons on the giant display screens, like Sweet Tooth and Axel!

STRATEGY

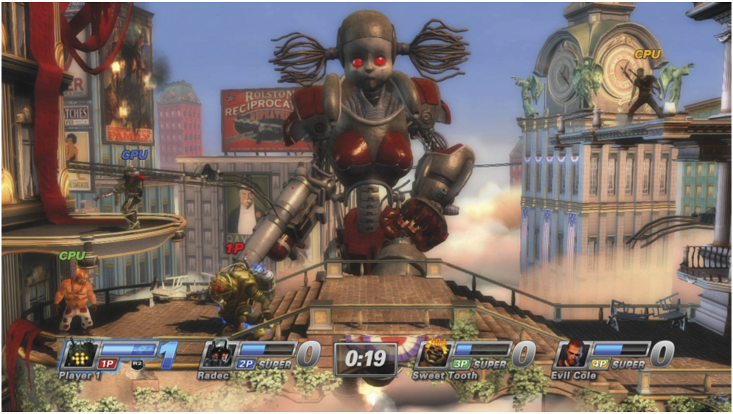
Black Rock Stadium doesn't change significantly during this phase, besides the addition of new danger from the Turbo Cannons. Since the Turbo Cannons only attack rarely, it is safe to maintain the same plan of attack from the previous phase. By this point, most of the fighters should have one or two levels of Super attacks available. This is the time to go for a big finish.


CPU
CPU
1P
1P SUPER
Player 1
2P SUPER
Fat Princess
0
1:47
3P SUPER
Radec
1
1
4P SUPER
Evil Cole


CPU
1P
CPU
CPU
20
1P SUPER
Player 1
0
2P SUPER
Fat Princess
0
0:14
3P SUPER
Radec
1
4P SUPER
Evil Cole
0

Use the Super attacks tactically. With every attack, aim for several enemies at once instead of just one. Getting a triple kill can turn the tide of any battle, in terms of score and morale alike. Expect a hectic battle, particularly once the Turbo Cannons begin firing, but keep a cool head to come out on top.

COLUMBIA—BIOSHOCK INFINITE


CPU
CPU
CPU
1P
ROLSTON RECIPROCA
1P
1
Player 1
2P SUPER
0
Radec
0:19
3P SUPER
0
Sweet Tooth
4P SUPER
0
Evil Cole

INTRODUCTION

Welcome to Columbia, where ads for the Rolston Reciprocating Repeater and motivational posters decorate the skyline and a dedicated rail transit system ferries citizens to and fro. Consisting of buildings that float in giant reactors, Columbia is a bustling metropolis in the sky originally built as a symbol of American ideals and ingenuity. The American Dream coalesced into a floating paradise that all citizens can look up to… literally.

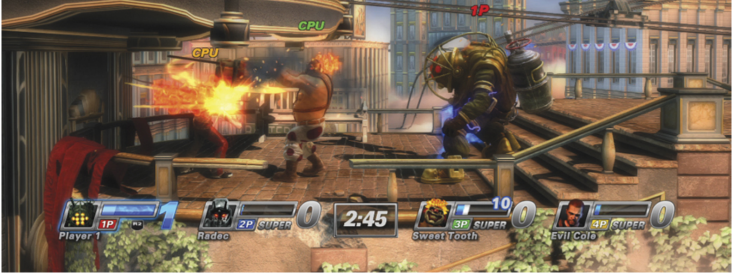
But not even heaven is perfect. A civil war is bubbling just underneath the beautiful surface of the city. The Founders and the Vox Populi want to take control of Columbia for their own means, and bloodshed is on the horizon. On top of that, Columbia finds itself the center of another battle, one featuring creatures and beings beyond imagining.

TROUBLE SPOTS

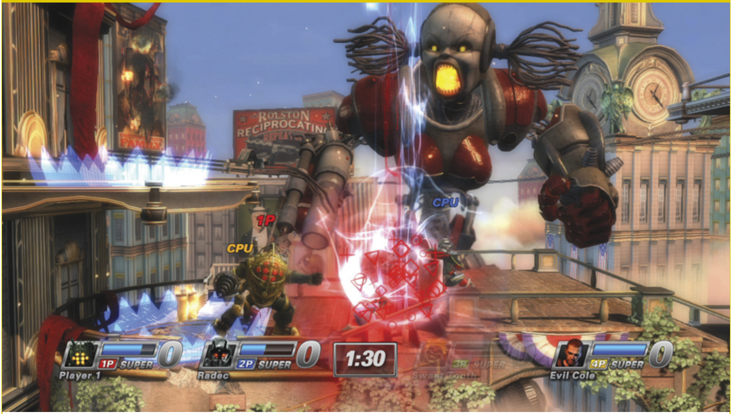
There isn't a lot of room to work with in Columbia. Vertical combat is limited to the sides of the level, and the central airspace only sees combat as a result of jumps and double jumps. The central stairways may cause problems for players, as well, as standing on the stairs changes the height difference between characters and may disrupt the timing of combos or carefully selected spacing tactics.

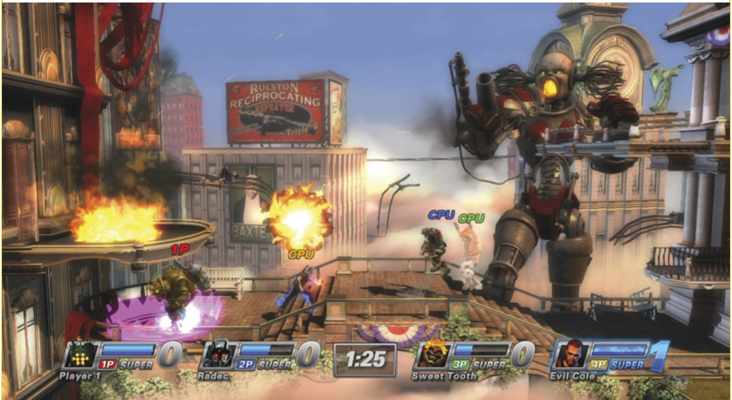
The lower left and right corners are particularly troublesome. Characters tend to congregate there, and escaping from the corners can be tough. Everyone is vulnerable in the corners. Characters can get trapped in the corner and eat combo after combo, or they can be the ones doing the trapping. Be wary when attempting to utilize the corners, as it is very easy for the tables to turn.

CPU
EMPORIA


CPU
1P
CPU
1P
R2
Player 1
1
2P SUPER
Radec
0
2:45
10
3P SUPER
Sweet Tooth
0
4P SUPER
Evil Cole
0

AT A GLANCE


ROLSTON RECIPROCATING REPEATER
CPU
1P
CPU
1P SUPER
Player 1
0
2P SUPER
Radec
0
1:30
3P SUPER
Sweet Tooth
4P SUPER
Evil Cole
0


ROLSTON RECIPROCATING REPEATER
Triple R
BAXTER
1P
CPU
CPU
CPU
1P SUPER
Player 1
0
2P SUPER
Radec
0
1:25
3P SUPER
Sweet Tooth
0
4P SUPER
Evil Cole
1

Games Represented:

- BioShock Infinite, Twisted Metal

Distinct Phases:

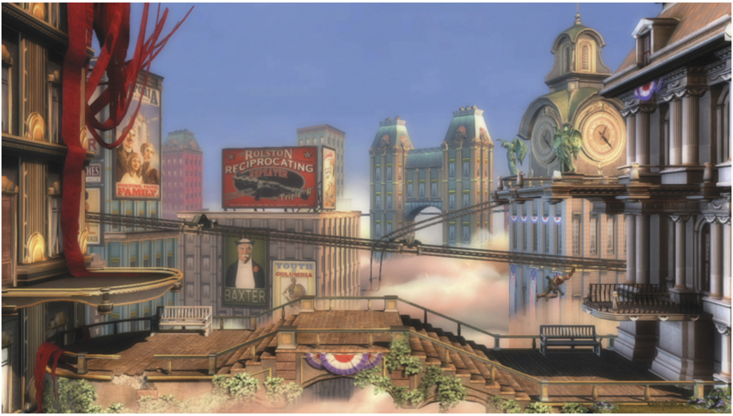
- Rebellion, Iron Maiden

Major Hazards:

- Iron Maiden

REBELLION PHASE (0:00-1:45)

Columbia is in the midst of a civil war. The Founders wish to maintain their totalitarian grip on the city, while the Vox Populi battle to restore the basic rights of all citizens, and their war has spilled over into the streets. The bright red banners of the Vox Populi crop up here and there, most notably to the left of the level, and the patriotic banners of the Founders dot the rest of the skyline. The two forces battle in the background of the level while the All-Stars battle it out in the foreground.


ROLSTON RECIPROCATING REPEATER
FAMILY
BAXTER
YOUTH COLUMBIA

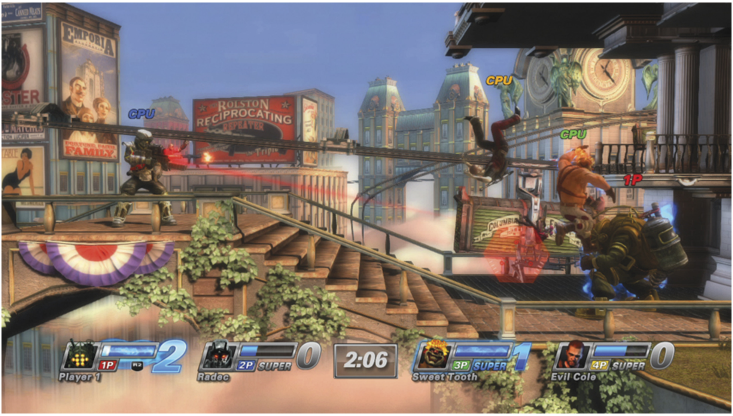
HAZARDS AND INTERACTION

There aren't any hazards to worry about this early in the match. The warring factions tend to keep their battles to themselves, so there's no danger to be found there. Columbia is a city comprised of floating buildings, however, and each of the buildings makes minute altitude adjustments as the battle goes on. This is most noticeable near the left and right edges of the level. Expect jumping from the ground level to the platform on the left side of the level to require jumping to a slightly a different height each time. Keep this in mind when battling to ensure that any attempts at escaping an attacker go off flawlessly.

STRATEGY

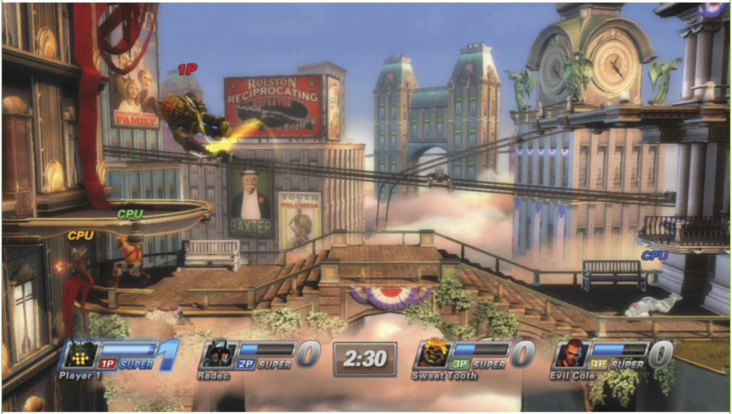
The Rebellion Phase of Columbia is simple in terms of Hazards, but it's perfect for compartmentalization. The ground level features a mound in the center that neatly divides the level into three discrete sections. The center of the mound is elevated but completely exposed to the other fighters. Spending lengthy periods of time on the mound is a good way to attract the unwanted attentions of another combatant, as there is no cover from their attacks.

The lower wings on either side of the mound are not as safe as they might seem at first glance. The platforms above the extreme sides of the ground level are thin platforms, which means that players can simply have their characters drop in on their opponents from above. The platforms work both ways, too. Ground-level characters can leap through them and attack adversaries above them.


EMPORIA
ROLSTON RECIPROCATING REPEATER
FAMILY
CPU
CPU
CPU
1P
COLUMBIA
1P
2
Player 1
2P SUPER
0
Radec
2:06
3P SUPER
1
Sweet Tooth
4P SUPER
0
Evil Cole

Tip

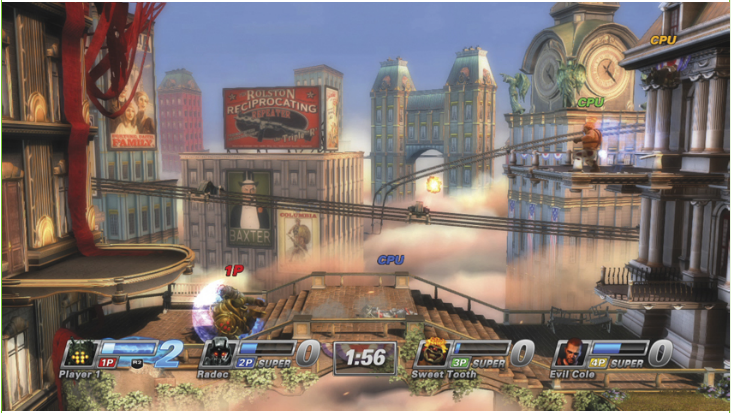
PUBLIC TRANSIT


1P
ROLSTON RECIPROCATING REPEATER
FAMILY
BAXTER
YOUTH COLUMBIA
CPU
CPU
CPU
1P SUPER
1
Player 1
2P SUPER
0
Radec
2:30
3P SUPER
0
Sweet Tooth
4P SUPER
0
Evil Cole

Columbia isn't a wide stage, which provides some interesting opportunities for extremely mobile characters. When in a bind, players should look to have their characters escape for salvation first. A single double jump can carry a character across two-thirds of the stage, and the Boots of Hermes let characters leap across the stage with a single jump. Get used to retreating quickly and then mounting a counter-attack when trapped by opposing characters.

Tip

EASTER EGGS


CPU
ROLSTON
RECIPROCATING
REPEATER
Triple R
CPU
FAMILY
BAXTER
COLUMBIA
CPU
1P
1P
2
Player 1
2P SUPER
0
Radec
1:56
3P SUPER
0
Sweet Tooth
4P SUPER
0
Evil Cole

Columbia is your first chance to see what BioShock Infinite looks like in action! While there aren't any major spoilers for that game in this stage, there are a few nice hints and teases. The red ribbons represent the rebellion, for example. Pay close attention to the background, as well, for glimpses at the world of Columbia and BioShock Infinite.

IRON MAIDEN PHASE (1:46-3:00)

Roughly 1:45 into the match, Doll Face from Twisted Metal makes her entrance in her Iron Maiden battle mech. She begins her reign of terror by knocking down two connected buildings and destroying an ad for Emporia in the background. This phase lasts for the rest of the fight. Iron Maiden destroys the SkyRail system, attacks the characters, and generally wreaks havoc in Columbia.

BAXTER
YOUR COLUMBIA
GROCER

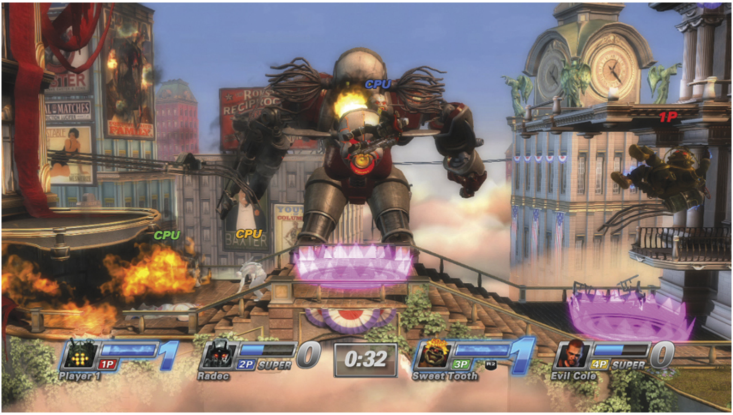
HAZARDS AND INTERACTION

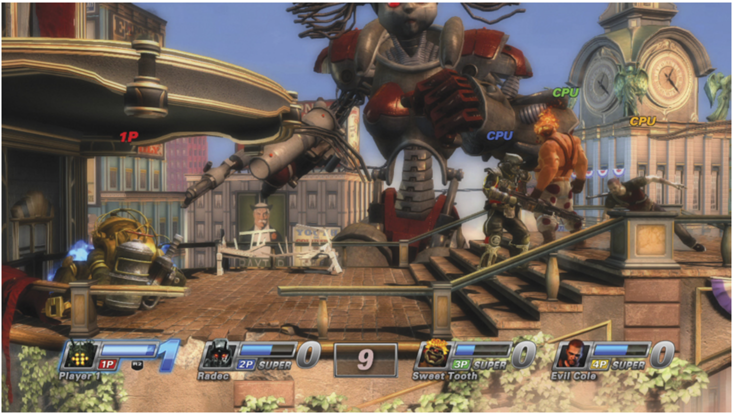
Iron maiden is the biggest danger in this phase, and she has a few different attacks. Luckily, her attacks are telegraphed by her animation or targeting reticles. To stay safe, simply be aware of the situation, iron maiden's position, and whether or not she has attacked recently. Avoiding taking damage from iron maiden should be simple for most players. She does not attack indiscriminately or particularly often, so expect a brief grace period after an attack where players are free from worrying about her attacks.

Hazard	AP Penalty	Hit Effect	Notes
Missiles	Heavy	Eject tornado	—
Napalm	Light	Twitch	Napalm causes damage over time, as long as characters are within its effective range.

STRATEGY

Iron Maiden complicates battling on Columbia, but careful players should learn her attacks and figure out what to do in each situation. Iron Maiden has three different long-range attacks. She fires two volleys of napalm toward the left side of the level, one on the thin platform and the other at ground level. She also fires three napalm bursts toward the right side of the level, one on each platform and a third at ground level. Finally, she occasionally fires three missiles at ground level, with one missile striking the center mound and two others landing on both sides of the mound. The missiles that strike in the center of the level force characters into an eject spiral on impact, while the napalm burns characters over time and forces an AP penalty as long as the character remains in the fire.

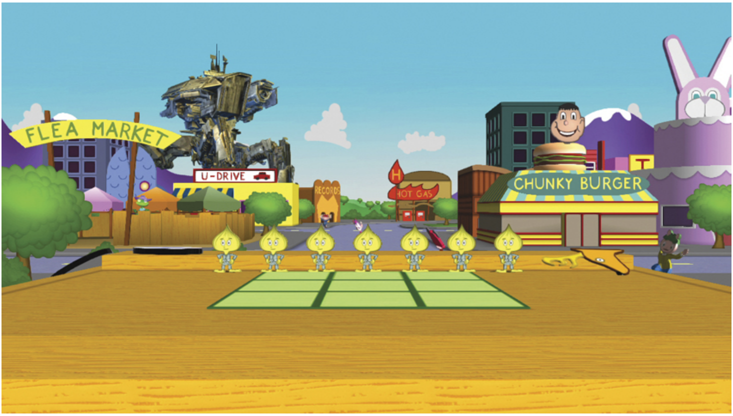

CPU
1P
CPU
CPU
1P
1
Player 1
2P SUPER
0
Radec
0:32
3P
1
Sweet Tooth
4P SUPER
0
Evil Cole


1P
CPU
CPU
CPU
1P
Player 1
1
2P SUPER
Radec
0
9
3P SUPER
Sweet Tooth
0
4P SUPER
Evil Cole
0

When she prepares her missiles, targeting reticles appear on the ground level to indicate her targets. There are a few seconds between her aiming and firing actions, so don't immediately rush to safety. Bait other characters into approaching her reticles—by standing directly on a reticle, if necessary—and then either knock the enemies down or throw them toward Iron Maiden's reticle. When the reticles flash pink instead of blue, the missiles are on their way. Move quickly, but don't be afraid to risk ruin in order to take out the opposing characters.

Once Iron Maiden arrives, the STRATEGY changes from simple and familiar combat to maximizing the damage she does to the opposing characters. Keep her attack patterns in mind while battling, and make sure to take advantage of her attacks. Iron Maiden doesn't attack often enough to turn the tide of battle in any significant way, but she definitely creates opportunities for players who want to take advantage of her punishing attacks.

DOJO—PARAPPA THE RAPPER


FLEA MARKET
U-DRIVE
RECORDS
HOT GAS
CHUNKY BURGER

INTRODUCTION

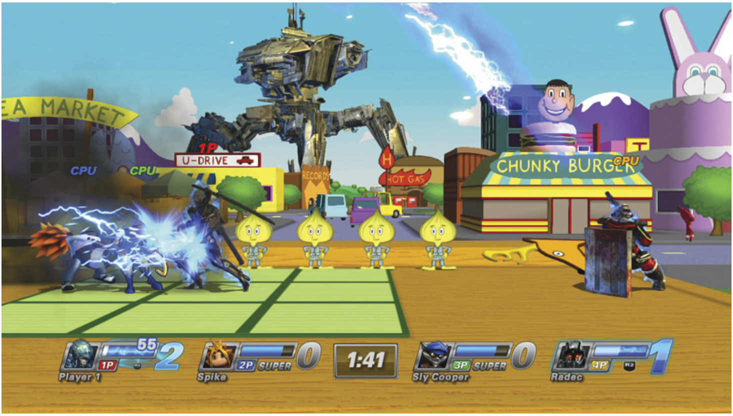
"Kick! Punch! It's all in the mind!" isn't just a catchy slogan. It's good advice, advice that the students of Chop Chop Master Onion's Dojo follow every single day. Chop Chop Master Onion gives martial arts lessons to the youth of PaRappaTown, and his students have become pretty proficient in self-defense. PaRappaTown is a peaceful little burg, but knowing how to protect yourself is always a good thing.

Of course, when the All-Stars come to town, things tend to get a little rowdy. Chop Chop Master Onion and his students are nonplussed by the arrival of the All-Stars in the Dojo, and they choose to watch the battle instead of interfering. Of course, the All-Stars are not the only troublemakers in town, and who knows what's lurking just outside the walls of the Dojo?

TROUBLE SPOTS

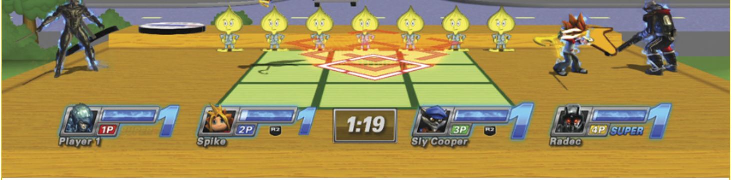
It's fitting that a karate dojo serves as one of the purest combat experiences in PlayStation All-Stars. Chop Chop Master Onion's Dojo is the smallest stage in the game and is a perfectly flat room with no platforms or fancy accoutrements. It's built for combat, pure and simple. Succeeding in the Dojo boils down to pure character-on-character skill. Characters with slower attacks may have trouble here, but any move with super armor can turn a slow-moving turtle into a ferocious tiger.

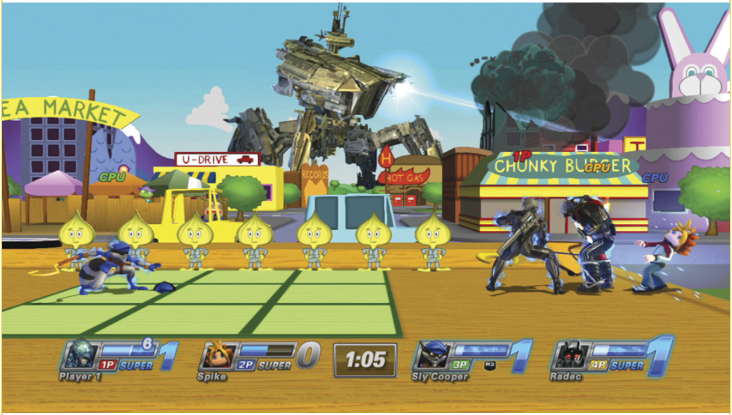
When Hazards are turned off, this is the ideal stage for 1v1 matches. No platforms and no Hazards make for a match that's based entirely around skill.


EA MARKET
1P
U-DRIVE
CPU
CPU
RECORDS
H
HOT GAS
CHUNKY BURGER
CPU
T
55
1P
2
Player 1
2P SUPER
0
Spike
1:41
3P SUPER
0
Sly Cooper
4P
1
Radec

AT A GLANCE

FLEA MARKET
U-DRIVE
CPU
1P
H
HOT GAS
T
CHUNKY BURGER
CPU
CPU


1P
Player 1
2P
Spike
1:19
3P
Sly Cooper
4P SUPER
Radec


EA MARKET
U-DRIVE
RECORDS
HOT GAS
CHUNKY BURGER
CPU
1P
1P SUPER
Player 1
2P SUPER
Spike
1:05
3P
Sly Cooper
4P SUPER
Radec

Games Represented:

- PaRappa the Rapper, Killzone

Distinct Phases:

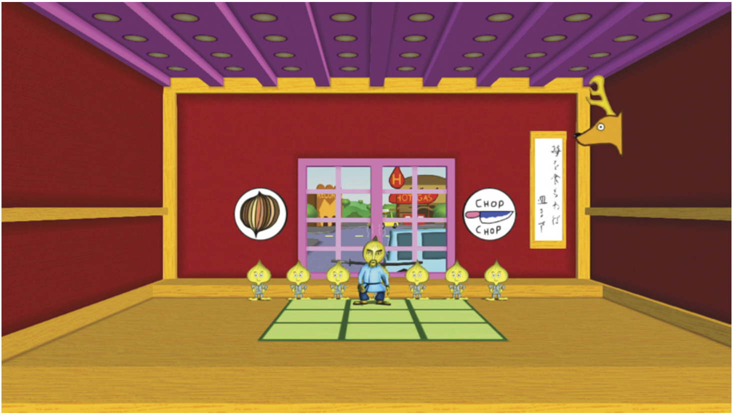
- Dojo, Helghast

Major Hazards:

- Helghast M.A.W.L.R.

DOJO PHASE (0:00-1:30)

Chop Chop Master Onion's Dojo is a place of learning and doesn't feature a lot of special architecture or Hazards. In fact, there are no platforms at all, leaving characters to battle it out on the ground level. This allows the All-Stars to simply get down to the business of battling it out, forcing conservative players to adopt a more aggressive STRATEGY.

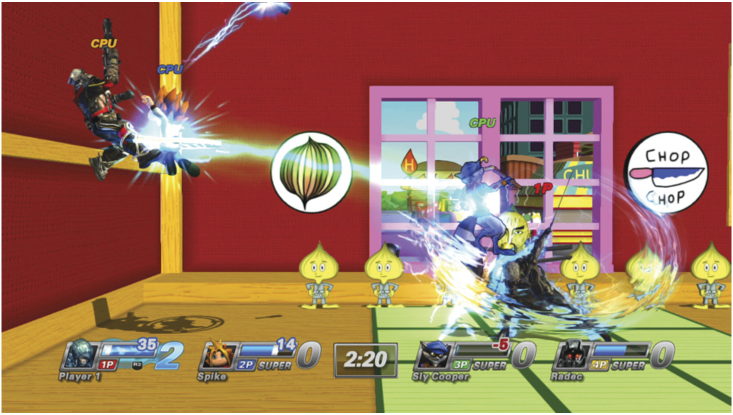

CHOP
CHOP
HOT GAS

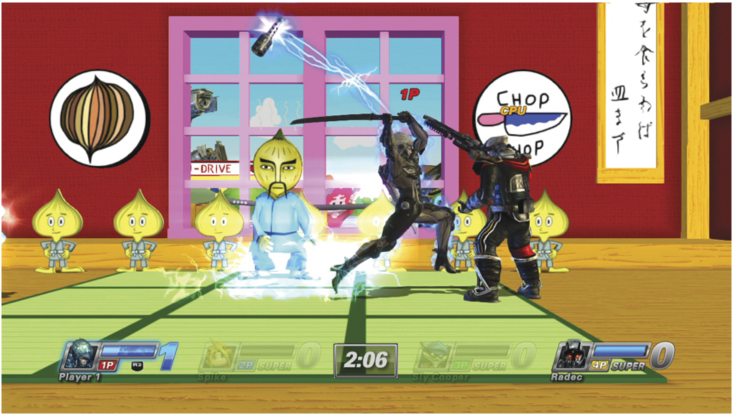
HAZARDS AND INTERACTION

None! Fight with no fear of outside interference, and enjoy watching master onion and his students observe and react to the fight.

STRATEGY

There is one rule to follow when playing on Dojo: embrace the chaos. There is nowhere to hide and no escape route on Dojo, so the only sane decision is to leap into the fray and start throwing out attacks left and right. While other stages may provide breathing room in the form of platforms or water, Dojo eschews all of that in favor of a pure combat experience.


CPU
CPU
CPU
1P
CHOP
CHOP
35
1P
2
Player 1
14
2P SUPER
0
Spike
2:20
-5
3P SUPER
0
Sly Cooper
4P SUPER
0
Radec


1P
-DRIVE
CHOP
CPU
HOP
Player 1
1P
1
Spike
2P SUPER
0
2:06
Sly Cooper
3P SUPER
0
Radec
4P SUPER
0

Dojo is a great level for implementing a throw-heavy offense. Throwing a character near the walls on either side of the level can provide a quick solution for quickly gaining AP and hindering an opponent's AP gain. The AP bubbles bounce off the wall, often landing directly onto the character that activated the throw. This takes out some of the guesswork involved in building up Super meter stock.

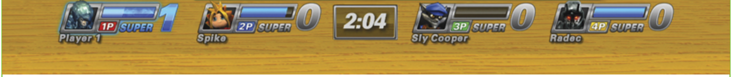
Due to the size of the stage, any attack that causes an eject will make an enemy wallbounce, as well. Take advantage of the size of the Dojo, and try to catch adversaries with another air attack immediately after they wallbounce.

The best attacks to use in this level are the ones that home in on enemies, travel across the stage, or have a particularly lengthy range. The goal is to hit as many foes as possible with one attack, which should have the twin effects of disrupting their attacks and opening them up to further attacks. Particularly great attacks to utilize on this stage are Kratos's Combat Grapple (➡ □) or Barbarian Might (⬇ △). Drake's Oil Drum (○) is also remarkably useful, as is Radec's VC21 Bolt Gun (○).

Tip

RAPPIN' COOL

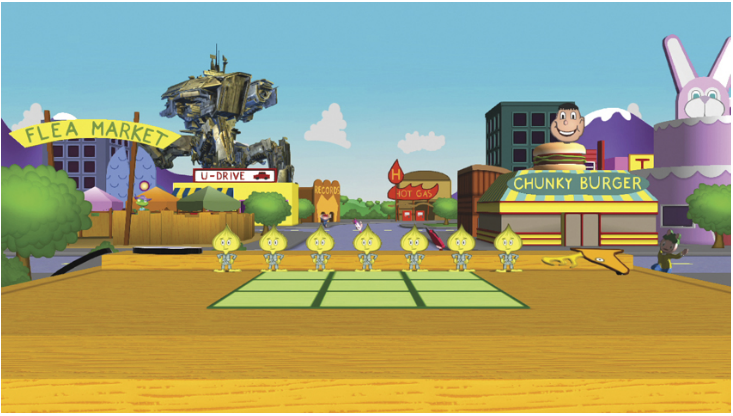
H
CHOP
CPU
HOP
1P


1P SUPER
1
Player 1
2P SUPER
0
Spike
2:04
3P SUPER
0
Sly Cooper
4P SUPER
0
Radec

Chop Chop Master Onion is a teacher through and through. He trained PaRappa the Rapper back in the day, and he's still in charge of the youth of PaRappaTown. While the All-Stars battle it out, pay attention to his motions and instructions. Chop Chop Master Onion and his students judge players who input the wrong command. Have you tried following his instructions?

HELGHAST PHASE (1:30-3:00)

Watching a bunch of hooligans battle it out in his Dojo is one thing, but Chop Chop Master Onion has absolutely no patience for interlopers interfering with the citizens of PaRappaTown. When he hears a Helghast Drone harassing the citizens, Chop Chop Master Onion kicks the walls of the Dojo down and sets out to take care of business. Of course, when the giant Helghast M.A.W.L.R. tromps into the city and begins destroying things at random, Chop Chop Master Onion realizes that he'll have to do a little more work than he expected to take care of his town.


FLEA MARKET
U-DRIVE
RECORDS
H
HOT GAS
CHUNKY BURGER
T

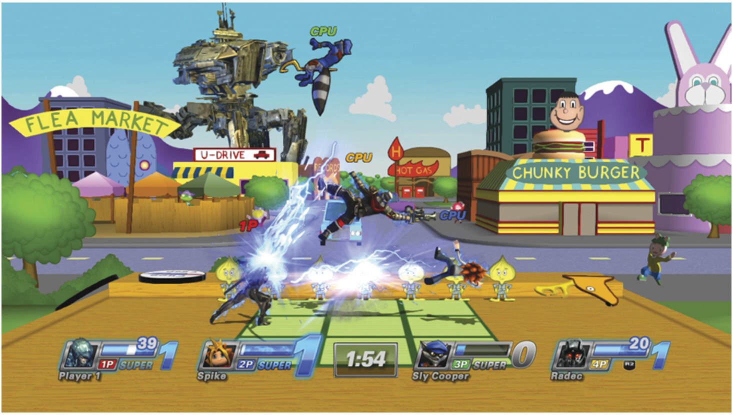
HAZARDS AND INTERACTION

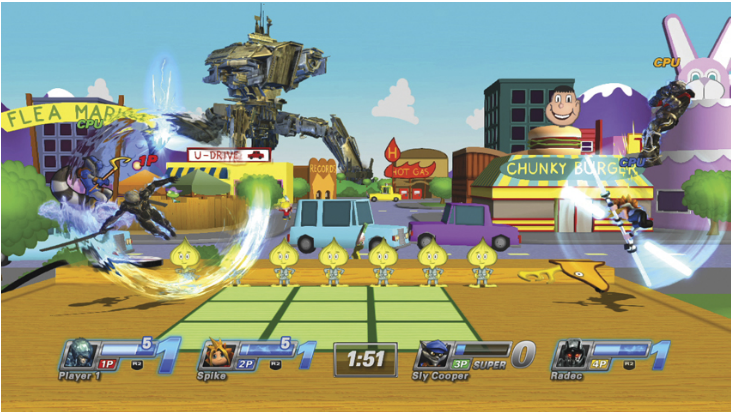
The M.A.W.L.R.'S homing missiles are a brutal hazard. In addition to forcing players to lose ap, it ejects characters and places them in a hard knockdown state. The time it takes to recover leaves them at a disadvantage while other all-stars set up their next attack. Avoiding the missiles should be paramount, but don't play it too safe. Capitalize on the advantage that the M.A.W.L.R.'S missiles provide.

Hazard	AP Penalty	Hit Effect	Notes
M.A.W.L.R. Missiles	Light	Eject Spiral	Large area of effect, both horizontal and vertical.

STRATEGY

After the Dojo falls apart and Chop Chop Master Onion goes to fight the Helghast M.A.W.L.R., combat should proceed as usual, with the added danger of the M.A.W.L.R.'s missiles complicating the situation on the ground. The M.A.W.L.R.'s homing missiles knock down combatants and sap their AP. Avoid the M.A.W.L.R.'s missiles at all costs. Don't worry about trying to trick enemies into getting hit by the missiles. Use a throw if an opening appears, but play it safe to conserve AP.


FLEA MARKET
U-DRIVE
RECORDS
HOT GAS
CHUNKY BURGER
CPU
CPU
CPU
1P
39
1P SUPER
1
Player 1
2P SUPER
1
Spike
1:54
3P SUPER
0
Sly Cooper
20
4P
1
Radec

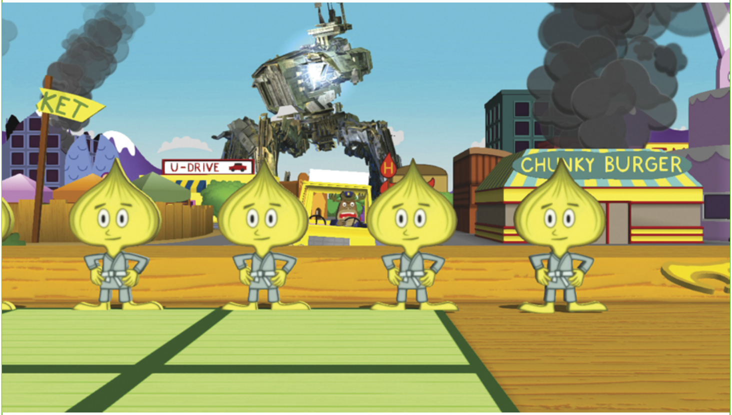

FLEA MAR
U-DRIVE
RECORDS
HOT GAS
CHUNKY BURGER
CPU
CPU
CPU
1P
5
1P
1
Player 1
5
2P
1
Spike
1:51
3P SUPER
0
Sly Cooper
4P
1
Radec

Only a few long-lasting combos are feasible on this level. Thanks to the close quarters and the threat of the M.A.W.L.R.'s homing missiles, combos that take too long to execute are almost definitely going to be interrupted. With this in mind, players should plan accordingly. Use quick combos that end with the opposing character being knocked back, and never focus on just one challenger. Plan to strike two or even three at a time, and utilize hit-and-run techniques. Deal damage, pick a new target, deal damage, and then repeat as needed.

Since the Dojo is so small, Super attacks with long ranges or areas of effect are tremendously effective, as are items like grenades and guns. Focus on using Super attacks that quickly travel across the stage, like Fat Princess's Ride The Chicken! (Level 2 R2). Since this stage is flat and small, it's easy to catch other players by surprise and possibly even get multiple kills at once. Experiment with fast horizontal Supers as a general rule, but vertical ones like Kratos's Divine Reckoning (Level 2 R2) are useful when in either corner of the level. Use throws to gain some space to activate the Super.

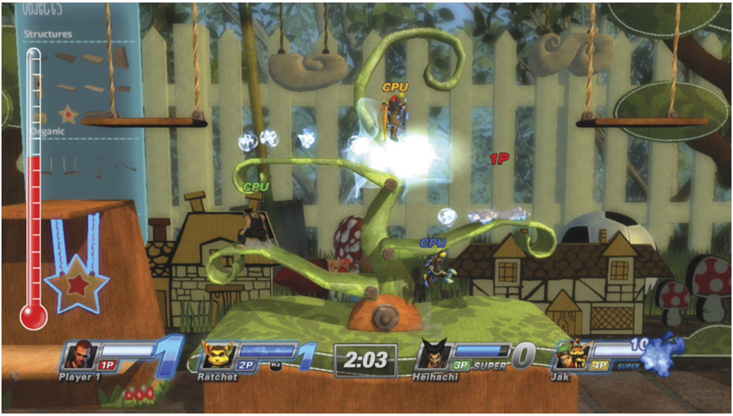
Tip

EASTER EGGS


KET
U-DRIVE
H
CHUNKY BURGER

The cast of PaRappa the Rapper all still live in PaRappaTown! Keep an eye out for characters like Instructor Mooselini, who drives her yellow car by the Dojo on occasion, or Prince Fleaswallow. You can spot Prince Fleaswallow inside the Flea Market.

DREAMSCAPE—LITTLEBIGPLANET


Structures
Organic
CPU
CPU
1P
CPU
1P
Player 1
1
2P
Ratchet
1
2:03
3P SUPER
Heihachi
0
4P SUPER
Jak
10

INTRODUCTION

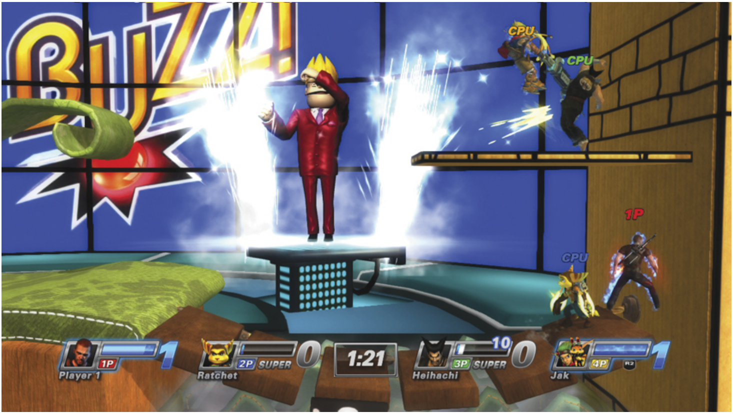
Nowhere is safe, and now the battle has come to the Dreamscape! This LittleBigPlanet level is empty when the match begins, but as the battle goes on, the PopIt menu begins building the level. Between the punches and shots, PopIt drops a Seesaw 2 here, a Wood Block there, and a Bridge way over yonder.

Thanks to the Tree Trunk, Dreamscape is a level that's best approached vertically. The Middle Hill, Tree Trunk, and Tree Branches provide plenty of room to move up and down, while the Swamp Hazards on either side of the Middle Hill limit horizontal movement. Be ready for high-flying action, and there may even be a pop quiz, courtesy of Buzz, near the end of the match....

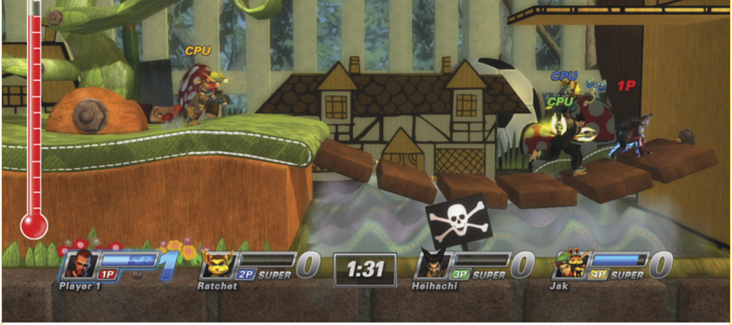
TROUBLE SPOTS

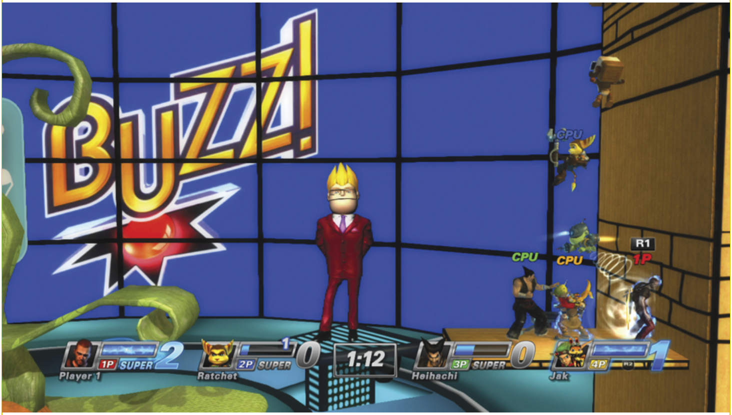
Short-range characters, such as PaRappa the Rapper or Toro, sometimes have trouble on this level because of its open and wide nature. Players should make use of any attacks that provide mobility options to quickly move their characters around the stage.

There are a lot of platforms to explore in Dreamscape. The vast majority of them are thin platforms, as well, so they are easy to jump or drop through. Utilize the platforms to confuse enemies. Have your character jump to a higher platform and then immediately drop through that platform to catch a foe by surprise on the way down. Mix things up on a regular basis to stay safe.


BUZZ!
CPU
CPU
1P
CPU
1P
1
Player 1
2P SUPER
0
Ratchet
1:21
10
3P SUPER
0
Heihachi
4P
1
Jak

AT A GLANCE


CPU
CPU
CPU
1P
1P
1
Player 1
2P SUPER
0
Ratchet
1:31
3P SUPER
0
Heihachi
4P SUPER
0
Jak


BUZZ!
CPU
CPU
CPU
R1
1P
1P SUPER
2
Player 1
2P SUPER
0
Ratchet
1:12
3P SUPER
0
Heihachi
4P
1
Jak

Games Represented:

  - LittleBigPlanet, Buzz - Pop Quiz

Distinct Phases:

  - Construction, Decoration, Quiz

Major Hazards:

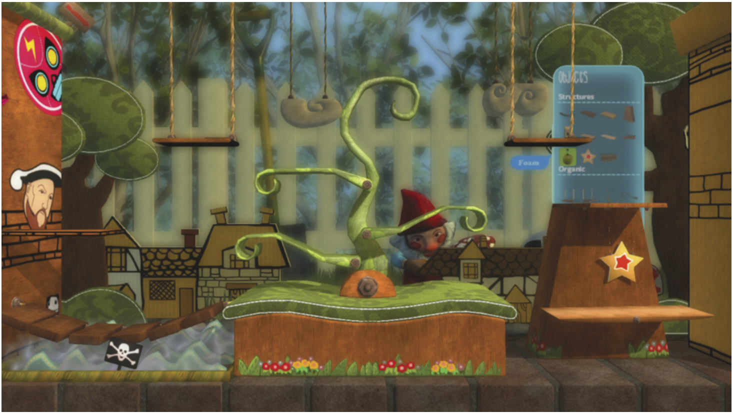
- Swamp Hazard, Quiz Show

CONSTRUCTION PHASE (0:00-1:00)

Before the match, the Dreamscape is empty. This doesn't last long, however, as the PopIt menu soon begins introducing elements to the Dreamscape. Five seconds after the match begins, the PopIt menu introduces the Middle Hill to the landscape. Characters that are caught standing in the Middle Hill's location before it is placed are slowly elevated to the top of the hill as it is being placed.

Over the course of the first 30 seconds of the match, the PopIt menu constructs the basic framework for the stage. A Tree Trunk and three Tree Branches soon join the Middle Hill. The newly built tree provides plenty of vertical space to play around in, and it is logistically important. Two aerial planks, Plank 1 and Plank 2, are placed on the left and right side of the stage.

The next 30 seconds give the PopIt menu a chance to refine the stage. Aerial platforms on the right and left side soon appear, as do Swamp Hazards. There are two Swamp Hazards, one on either side of the Middle Hill, but the PopIt menu places a Bridge over one of them.


Objects
Structures
Foam
Organic

HAZARDS AND INTERACTION

Hazards and interaction are kept to a minimum during the Construction Phase. While the Swamp Hazards can and will hinder characters' attempts to run wild all over the stage, they're only placed when there's around 20 seconds to go in the phase and are easily avoidable. There isn't anything else to interact with at this stage of the match, either.

Hazard	AP Penalty	Hit Effect	Notes
Swamp Hazard	Light	Poison	–

STRATEGY

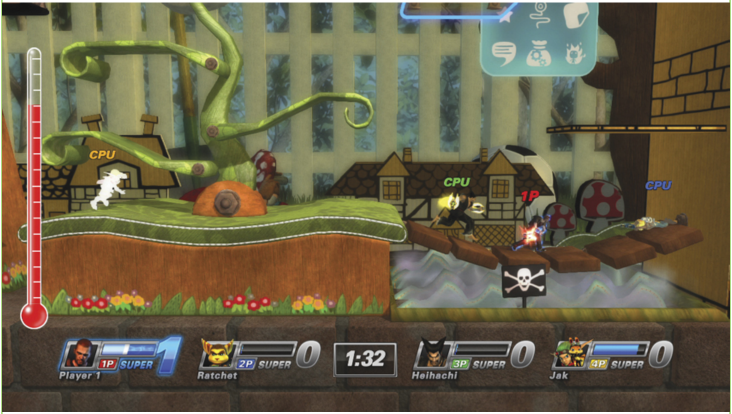
Since the tree is in the middle of the level, controlling the area around it gives players the ability to control the central area of the Dreamscape. At this early stage of the match, try to set up a situation where the battles are fought one-on-one. Instead of taking part in a free-for-all melee, throw other characters away from the Middle Hill and focus on just one combatant.

When in a pinch, smart players should attempt to have their characters escape from pursuit by scaling the tree and taking advantage of the ability to drop below Tree Trunks by pressing ⬇ ✖ .

1P
CPU
CPU
CPU
1P
1
Player 1
2P SUPER
0
Ratchet
2:17
3P SUPER
0
Heihachi
4P SUPER
0
Jak

Tip

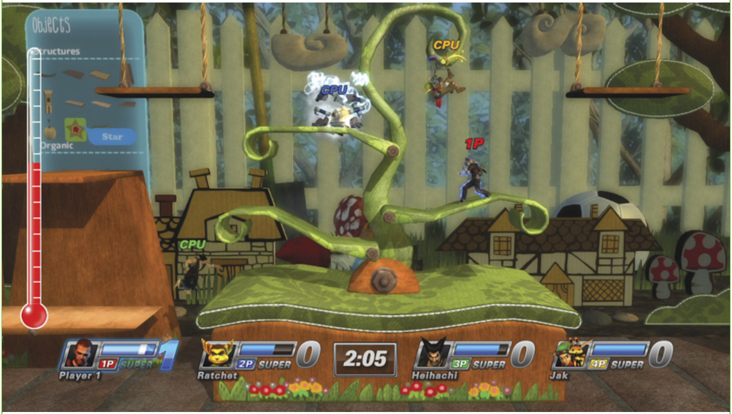
FAMILIAR, BUT DIFFERENT


CPU
CPU
1P
CPU
1P SUPER
1
Player 1
2P SUPER
0
Ratchet
1:32
3P SUPER
0
Heihachi
4P SUPER
0
Jak

Dreamscape's layout isn't set in stone. Sometimes, the layout may be different than it was the last time you played on the level. This is because the level has a few elements that are subject to randomization. Occasionally, the Bridge over a Swamp Hazard appears on the left side while the uncovered Swamp Hazard appears on the right, or vice versa.

Tip

EASTER EGGS

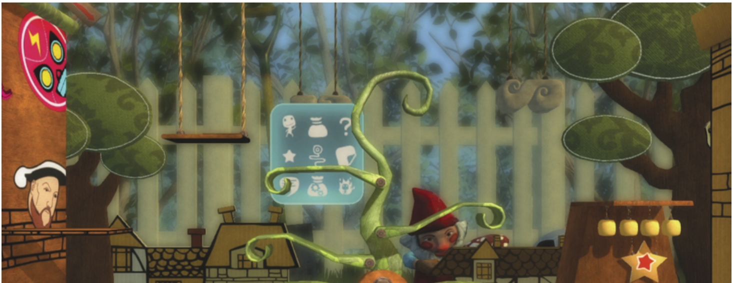

Objects
Structures
Organic
Star
CPU
CPU
1P
CPU
1P SUPER 1
Player 1
2P SUPER 0
Ratchet
2:05
3P SUPER 0
Heihachi
4P SUPER 0
Jak

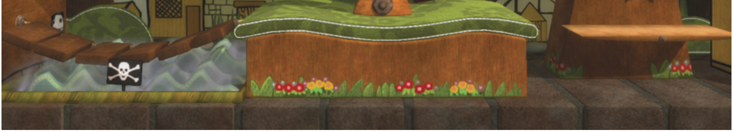
Dreamscape is a faithful recreation of the incredibly customizable LittleBigPlanet style. The menu that commands the stage is PopIt, the same menu that helps players create beautiful stages in LittleBigPlanet. All of the objects in the foreground are available in LittleBigPlanet, too, from the decals to the seesaw. Can you recreate Dreamscape in LittleBigPlanet itself?

DECORATION PHASE (1:01-1:30)

The second construction phase fleshes out the sides of the level, as opposed to the middle. The PopIt menu refines the Hazards by adding a Wood Block and a Platform 1 on top of that Wood Block. This allows characters to battle above the Swamp Hazard in relative safety. The Seesaw 2 below the Platform 1 tilts when characters stand on it, and if it tilts too far, characters will fall into the Swamp Hazard below.

During the final segment of this phase, the PopIt menu decorates the rest of the level. A hanging Star and four pieces of Foam are added to the Wood Block.

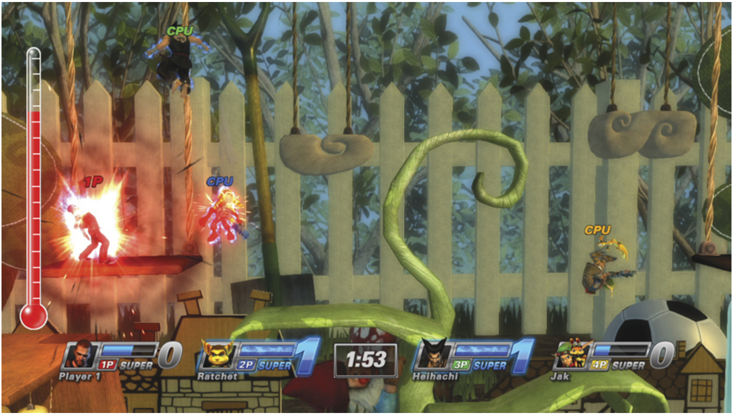




HAZARDS AND INTERACTION

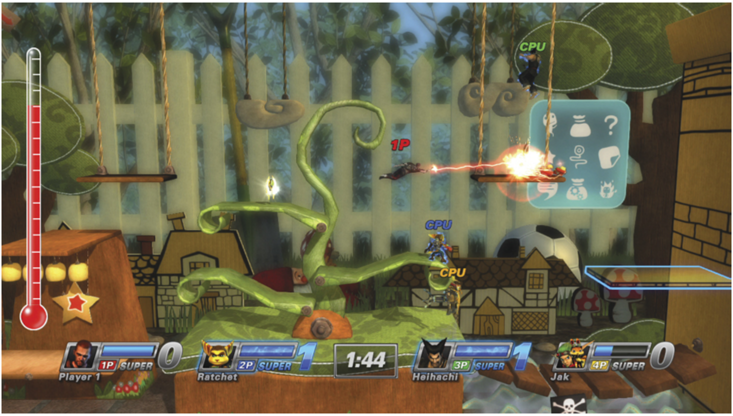
The two swamp hazards sound like they would be a problem, but the popit menu covers one of the hazards with a bridge. As a result, the only hazard you need to worry about is the swamp hazard beneath the seesaw 2. Throw opposing characters into the swamp hazard to drain their ap, and avoid falling prey to the same tactic. In addition, characters cannot interact with the four foam blocks.

Hazard	AP Penalty	Hit Effect	Name
Swamp Hazard	Light	Poison	-


CPU
1P
CPU
CPU
1P SUPER
0
Player 1
2P SUPER
1
Ratchet
1:53
3P SUPER
1
Heihachi
4P SUPER
0
Jak

STRATEGY

This phase opens up the Dreamscape for frantic gameplay. There are essentially three sections to the Dreamscape at this point: the Seesaw 2/Swamp Hazard side, the Bridge/Swamp Hazard side, and the Middle Hill. The Middle Hill is the safest area to fight in, followed by the Bridge/Swamp Hazard side of the stage. There's little danger of falling into a Hazard when fighting in these two areas. There are several platforms for characters to maneuver on and around. Expect attacks from above when battling during this phase of the Dreamscape, and keep a close eye on the surroundings. When possible, throw enemies directly into the Swamp Hazard to maintain a competitive advantage. To stay safe, stick to the Middle Hill.

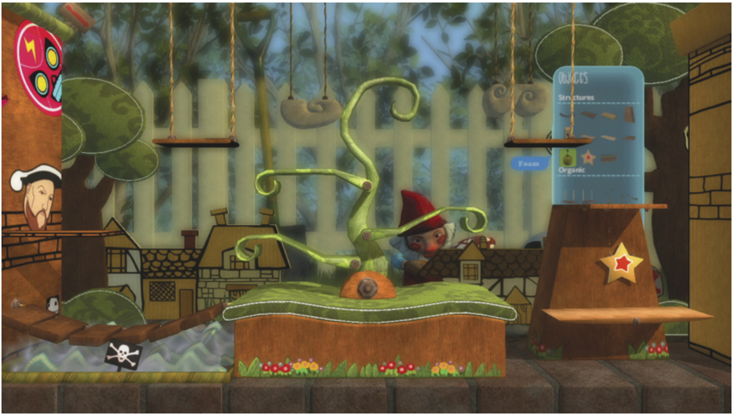

CPU
1P
CPU
CPU
1P SUPER
0
Player 1
2P SUPER
1
Ratchet
1:44
3P SUPER
1
Heihachi
4P SUPER
0
Jak

BUZZ! PHASE (1:30-3:00)

Now, things are starting to get crazy. Plank 2, the hanging platform on the right side of the level, disappears almost immediately. The PopIt menu, never one to slow things down, changes the background to Buzz!, and the mash-up phase of the match begins. Buzz, the host of a quiz show, rises from below the stage and takes his place in the background.

Buzz and the PopIt menu have a contentious relationship. Buzz wants to take full control of the stage, while the PopIt menu has no interest in giving up its control. They fight back and forth for a few moments, but their squabble won't affect the fighters.

With 40 seconds to go in the match, Buzz sometimes seizes full control and forces the players to take part in a pop quiz on video game trivia. Players who get the answer wrong should expect to have a pie thrown directly at their character's face.


Objects
Structures
Foam
Organic

HAZARDS AND INTERACTION

Buzz's quiz is the biggest danger in this phase. Players have 20 seconds to select the right answer by moving their character to the correct platform, but that doesn't mean that the battle stops. No, other players are going to keep going, which means that players must juggle combat and getting the answer correct. Players who get the answer wrong find their characters hit with a pie, which eject spirals them to either side of the stage and saps AP, leaving them even more vulnerable.

Hazard	AP Penalty	Hit Effect	Notes
Swamp Hazard	Light	Poison	—
Pies	Heavy	Eject tornado	Stand on the indicated platform to select an answer. Pies can interrupt a Level 2 Super.

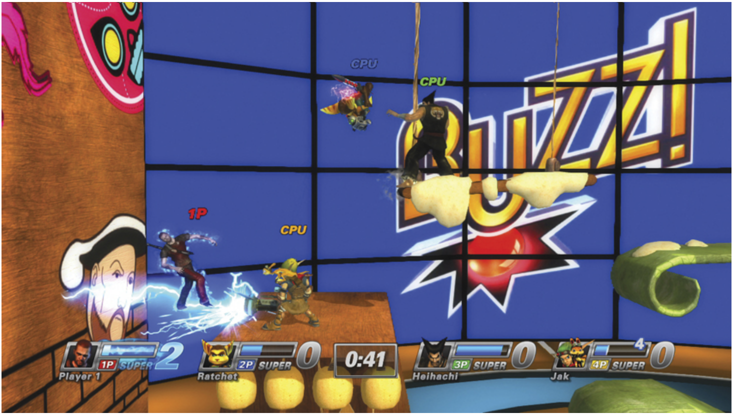
Tip

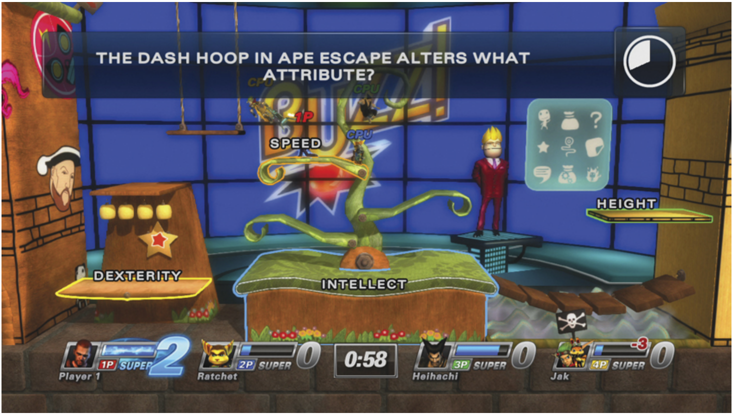
PENCILS...DOWN

Quizzes can be tough. If you don't know the answer, triggering a Level 3 Super attack cancels the quiz. While most players are going to attempt to select the correct answer to avoid the penalty, activating a Level 3 Super attack is a great way to rack up three kills by surprise. Act quickly to avoid being beaten to the punch. Watch out when attempting any other Supers; both Level 1 and Level 2 Super attacks can be interrupted by the flying pies.

STRATEGY

The quiz is the perfect chance to go for the win. In order to answer questions, players must have their characters standing on a certain platform, one of four, when time is up. It takes 20 seconds to answer a question, which is plenty of time to wreak some havoc on the opposing characters. Utilize the Swamp Hazard to force adversaries away from the correct answer, and if an item appears on the stage, take advantage of it immediately. This is the point that can make or break a fight if the score is close, so go wild, stake a claim on the right answer, and prevent any opposing characters from getting close.


CPU
CPU
1P
CPU
1P SUPER 2
Player 1
2P SUPER 0
Ratchet
0:41
3P SUPER 0
Heihachi
4
4P SUPER 0
Jak

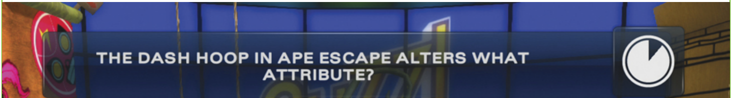


THE DASH HOOP IN APE ESCAPE ALTERS WHAT ATTRIBUTE?

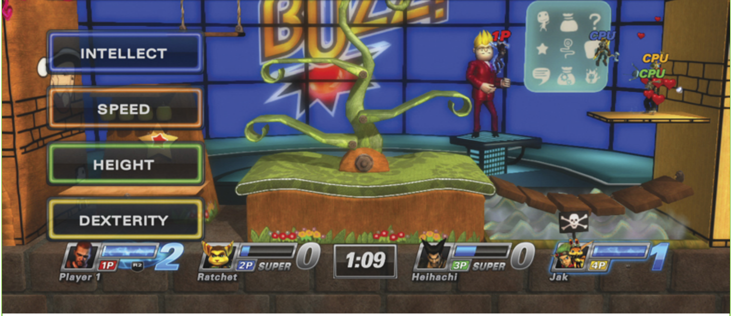
SPEED
HEIGHT
DEXTERITY
INTELLECT
1P SUPER 2
Player 1
2P SUPER 0
Ratchet
0:58
3P SUPER 0
Heihachi
-3
4P SUPER 0
Jak

Tip

Q&A!



THE DASH HOOP IN APE ESCAPE ALTERS WHAT ATTRIBUTE?


INTELLECT
SPEED
HEIGHT
DEXTERITY
1P
CPU
CPU
CPU
1P
2
Player 1
2P SUPER
0
Ratchet
1:09
3P SUPER
0
Heihachi
4P
1
Jak

Are you ready for a pop quiz? Buzz is going to ask a question near the end of the match. The questions involve video game trivia, so put on your thinking cap! To select an answer, simply move your character to stand on the platform that is color-coded according to the answer you want.

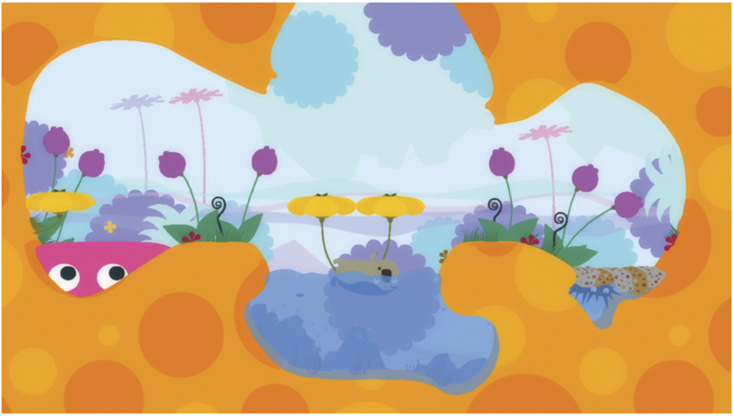
Question	Answer
Buzz! Quiz World includes which question type?	Pie Fight
By what author was BioShock heavily influenced?	Ayn Rand
DmC's Dante is a hybrid demon and what?	Angel
Eating what causes a LocoRoco to grow?	Berries
Every decision in inFAMOUS affects what?	Karma
Fat Princess villagers cannot become what class?	Knights
How many Buzz! games have been released?	Nineteen
How many eyes does a cyclops have?	One
In Bioshock Infinite, who is Elizabeth's guardian?	Songbird
In Heavenly Sword, what weapon does Kai use?	Crossbow
In Jak and Daxter, who is Jak's love interest?	Keira
In MediEvil, what creatures act as merchants?	Gargoyles
In Ratchet & Clank, Uzo City is on what planet?	Magnus
In Tekken, what kind of animal is Roger?	Kangaroo
In what city does BioShock take place?	Rapture
Soldiers carry what collectible in Metal Gear Solid 2?	Dog tags
The dash hoop in Ape Escape alters what attribute?	Speed
The Metal Gear character Emma has which phobia?	Aquaphobia
What are the names of Dante's trademark pistols?	Ebony and Ivory
What city is Kratos from?	Sparta

What does DmC's Dante hunt?	Demons
What does Fat Princess eat?	Cake
What does PaRappa win in PaRappa the Rapper 2?	Noodles
What fictional city is the original inFAMOUS set in?	Empire City
What fictional kingdom is the setting for MediEvil?	Gallowmere
What fighting style does Eddy Gordo use?	Capoeira
What group fights the Helghast in Killzone?	ISA
What is Carmelita Fox's job title?	Inspector
What is Cole's job at the beginning of inFAMOUS?	Bike Courier
What is considered currency in Ratchet & Clank?	Bolts
What is the best rating for PaRappa's rapping?	Cool
What is the element used for power in Killzone?	Petrusite
What is the full title for Uncharted 2?	Among Thieves
What is the highest rank in Killzone's multiplayer mode?	General
What is the name of Calypso's daughter?	Krista
What is the name of Kratos's father?	Zeus
What is the name of Ratchet's species?	Lombax
What is the name of the main character in MedEvil?	Sir Daniel
What item unlocks vaults in Sly Cooper?	Clue Bottles
What journalist is Drake's love interest in Uncharted?	Elena Fisher
What kind of animal is PaRappa?	Dog
What kind of animal is Sly Cooper's friend Murray?	Hippopotamus
What kind of points are earned in Heavenly Sword?	Style
What lost city is sought in Uncharted 2: Among Thieves?	Shambhala
What player action guides the LocoRoco to safety?	Tilting
What resource do Little Sisters gather?	Adam
What town is Twisted Metal: Black set in?	Midtown
What type of Eco appeared in Jak and Daxter?	Dark Eco
What type of game is MediEvil?	Platformer
What U.S. city is featured in Resistance 2?	San Francisco
What was the name of LittleBigPlanet's prototype?	Craftworld
What's another name for peak point helmets?	Pipo Helmets
What's the reward for a correct answer in Buzz!?	Score
Which creature has not appeared in God of War?	Mermaid
Which developer created LIttleBigPlanet?	Media Molecule

Which equipment is not used by Patapon?	Dynamite
Which is a character attribute in Hot Shots?	Control
Which of PaRappa's instructors is a frog?	Fleaswallow
Which of these is a level in MediEvil 2?	Freak Show
Which of these is a multiplayer map in Uncharted 3?	Syria
Which of these is a unit in Patapon?	Kibapon
Which of these is a vehicle in Twisted Metal (2012)?	Juggernaut
Which of these is a weapon in Ratchet & Clank?	Zodiac
Which of these is not a creature from LocoRoco?	Manjit
Which of these is not a Fat Princess map?	Fat Free
Which of these is not a plasmid in Bioshock 2?	Incinerate!
Which of these is not a Twisted Metal 2 stage?	Singapore
Which of these is not a type of Metal Gear?	T-800
Which of these is Raiden's other nickname?	Jack the Ripper
Which type of creature is Daxter?	Ottsel
Who commands the Freaky Monkey Five?	Specter
Who developed Heavenly Sword?	Ninja Theory
Who did Sly Cooper's cane originally belong to?	Connor Cooper
Who does the player control in Killzone: Liberation?	Jan Templar
Who is Cole's best friend in the inFAMOUS series?	Zeke
Who is Jin Kazama's father?	Kazuya
Who is Nathan Drake a supposed descendant of?	Francis Drake
Who is not a boss from the Metal Gear series?	Heaven Smile
Who is not a boss in a Sly Cooper game?	Negativitron
Who is not a character in LittleBigPlanet?	Joe Chin
Who is not a character in Tekken?	Sackboy
Who is PaRappa's girlfriend?	Sunny Funny
Who is the creator of the Twisted Metal contest?	Calypso
Who is the final boss in LittleBigPlanet 2?	Negativitron
Who is the final boss in LocoRoco 2?	Galanmar
Who is the final boss in the first God of War?	Ares
Who is the leader of the Helghast?	Mael Radec
Who is the leader of the Metal Heads in Jak II?	Metal Kor
Who is the main villain in Heavenly Sword?	King Bohan
Who is the Moja Army's boss in LocoRoco?	Bonmucho

Who is the protagonist in Resistance: Fall of Man?	Nathan Hale

FRANZEA—LOCOROCO

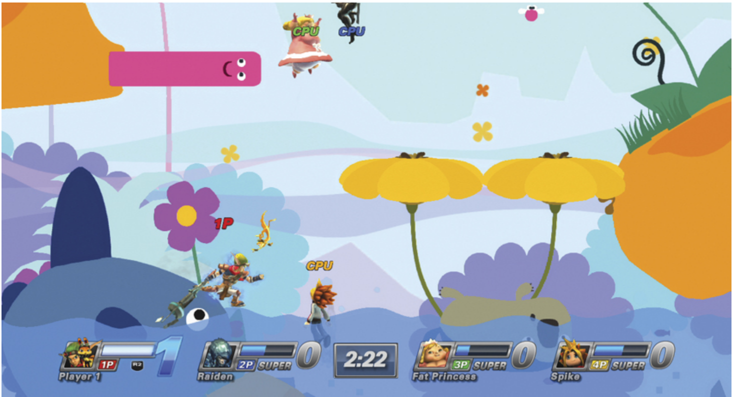


Introduction

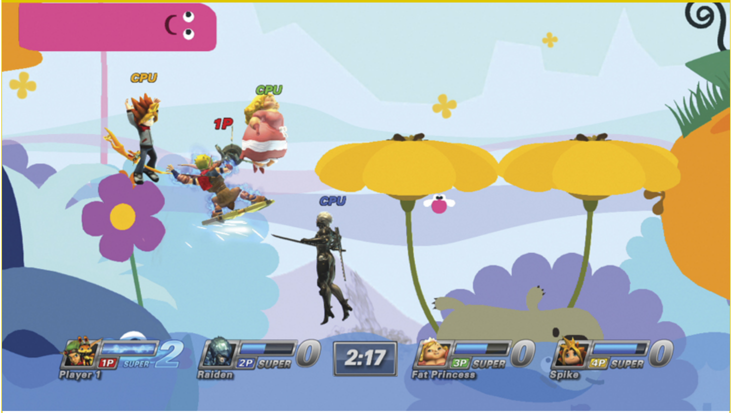
Franzea is a beautiful flower garden and a true paradise. With its pink flowers on deep green stalks, light blue skies with fluffy violet and blue clouds, and cool pools of water, Franzea is positively idyllic, as it constantly shifts and transforms to create new and even more beautiful configurations. An easygoing and gentle land, even the environment has cute facial expressions.

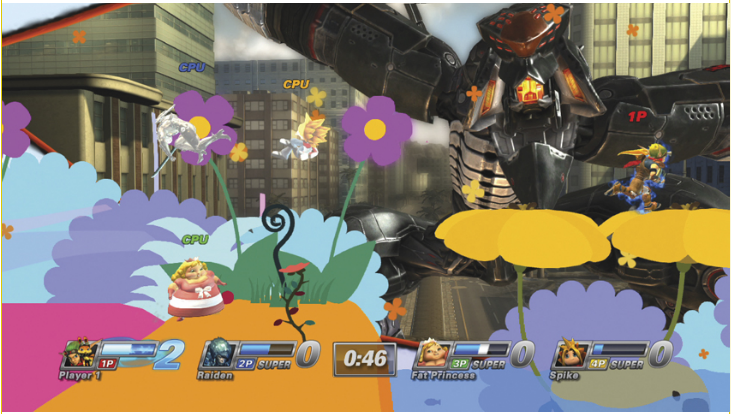
Trouble Spots

Instead of transitioning from one discrete phase to another, Franzea tilts to the left or right on occasion, cycling through a total of three formations: no tilt, tilted left, and tilted right. Each formation is distinct and requires a adjustment. Learn to recognize which formation is on the way and adjust your tactics accordingly.


CPU
CPU
1P
CPU
1P
1
Player 1
2P SUPER
0
Raiden
2:22
3P SUPER
0
Fat Princess
4P SUPER
0
Spike

AT A GLANCE


CPU
CPU
1P
CPU
1P SUPER 2
Player 1
2P SUPER 0
Raiden
2:17
3P SUPER 0
Fat Princess
4P SUPER 0
Spike


CPU
CPU
1P
CPU
1P 2
Player 1
2P SUPER 0
Raiden
0:46
3P SUPER 0
Fat Princess
4P SUPER 0
Spike

Games Represented:

- Metal Gear Solid, LocoRoco

Distinct Phases:

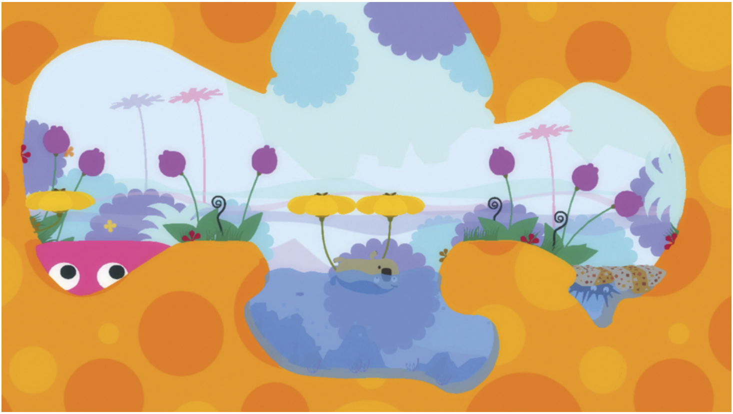
- Peaceful, Metal Gear Ray

Major Hazards:

- Water, Metal Gear Ray

Peaceful Phase (0:00-1:30)

Franzea does one thing that no other level does: it tilts. And as it tilts, the playing field changes. Small pools become wide lakes, platforms become the ground, and plants change position. Each tilt is a slow and peaceful transition rather than a jarring one; Franzea simply becomes beautiful in a new way every once in a while.



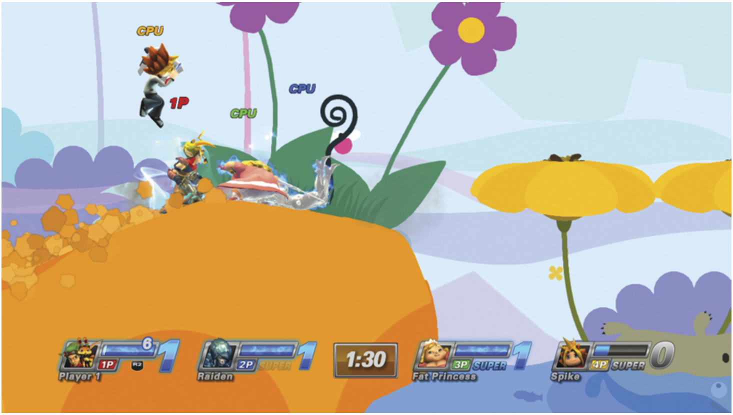
HAZARDS AND INTERACTION

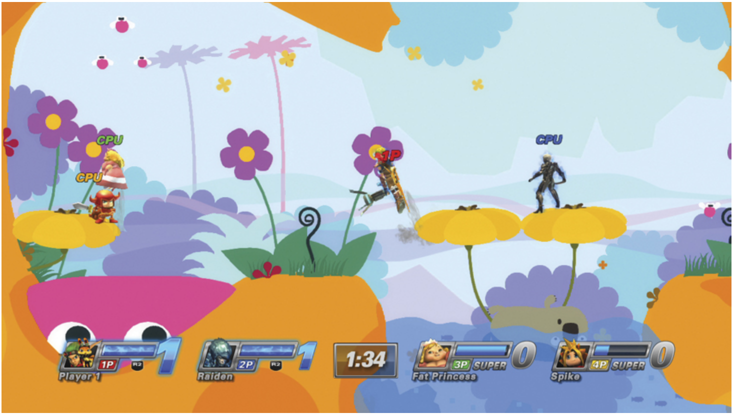
Franzea is a peaceful place, and even the hazards are easygoing. The water provides a passive hazard that slows opposing characters and prevents them from attacking. The otter that floats on its back in the water can be used as a stepping-stone out of the water. Occasionally, musical notes appear in franzea. Touch the notes to create a burst of AP spheres.

Hazard	AP Penalty	Hit Effect	Notes
Water	—	Swim	After six seconds in the water, All-Stars are teleported to solid ground in a stun state.

STRATEGY

Battling in Franzea takes patience. There is a lot of room to maneuver, but Franzea's structure may separate the combatants simply by virtue of how the level is designed. It's easy to mentally separate Franzea into three distinct chambers when it first begins. The left side, center, and right side form natural chambers, and players tend to have their characters congregate in one zone over another instead of utilizing the entire level.

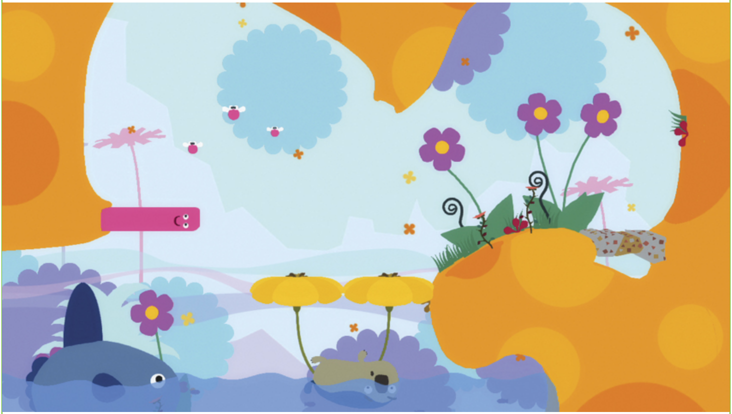

CPU
1P
CPU
CPU
6
1P
Player 1
1
2P
SUPER
Raiden
1
1:30
3P
SUPER
Fat Princess
1
4P
SUPER
Spike
0


CPU
CPU
1P
CPU
1P
Player 1
1
2P
Raiden
1
1:34
3P
SUPER
Fat Princess
0
4P
SUPER
Spike
0

Take advantage of the close quarters these chambers create. When the stage tilts and the layout of the level changes, chambers may disappear entirely or transition into new forms. Know how Franzea changes when it tilts. When the level tilts to the left, make a note of the fact that the blue fish and smiling pink block cut off the leftmost chamber. The pink block is not a thin platform, so All-Stars can't jump through it. That makes it the perfect place to corner an enemy and whip out a strong combo or Level 1 Super attack.

Tip

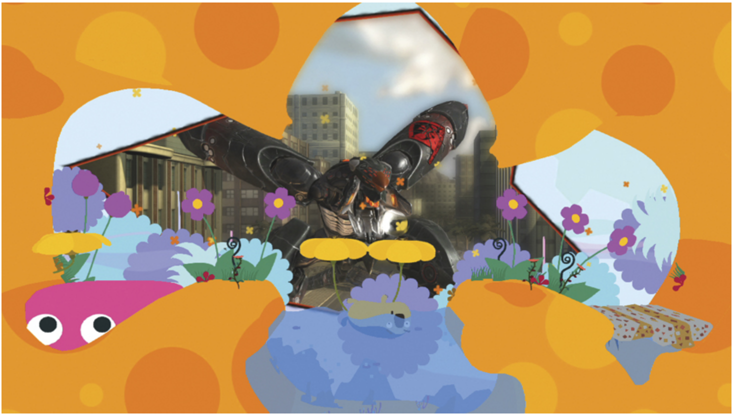
TAKE A MOMENT



Franzea is one of the prettiest stages in the game. Take a moment and just appreciate the visuals before getting back to the mayhem. Watch how the stage shifts and moves over the course of a match. You won't regret it as long as you do it while you're safe and not during a match!

Metal Gear Ray Phase (1:31-3:00)

Franzea's idyllic beauty is interrupted by the arrival of Metal Gear Ray and a large dose of reality. Ray shatters the illusion of Franzea with a few swipes of its bladed arm, revealing a realistic city and the monstrous form of the deadly Metal Gear. Now Franzea is in real trouble. It's up to the LocoRocos to defend it.



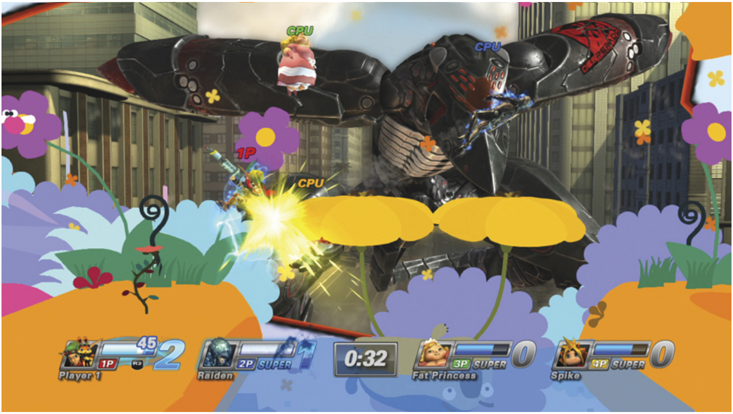
HAZARDS AND INTERACTION

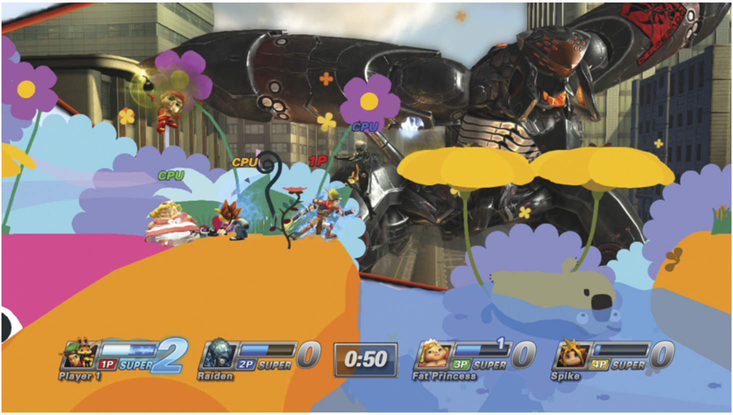
Metal Gear Ray spends most of its time in the background battling the locorocos, but that doesn't mean that it ignores the All-Stars. Expect Metal Gear Ray to fire off a series of missiles at the All-Stars. Before the missiles fire, a series of question marks appears on-screen. When the missiles are on their way, the question marks turn to exclamation points and represent exactly where the missiles are going to land. If a single large exclamation point appears, Metal Gear Ray is about to bite whoever is standing near the exclamation point.

Hazard	AP Penalty	Hit Effect	Notes
Water	—	Swim	After six seconds in the water, All-Stars are teleported to solid ground in a stun state.
Bite	Heavy	Eject Spiral	—
Missiles	Light	Eject Spiral	—

STRATEGY

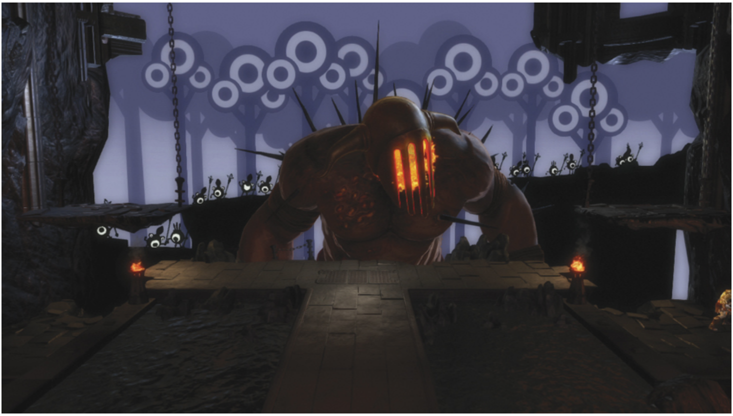
Despite the presence of Metal Gear Ray, Franzea continues tilting and transforming in the foreground. This time around, focus on cornering enemies when the level tilts to the right. Another pink block extends to the flowers in the center of the level, creating a single long platform. This platform is solid, meaning that your character can't drop through it, though the flowers next to it are thin platforms. Beneath that platform is a lake, complete with a fish and the otter. Characters that are in the water are vulnerable to attack, so try to bait challengers into dropping onto the lower level, and then take advantage of their momentary vulnerability by attacking them from the relative safety of the fish and the otter. Characters that spend too much time in the water are teleported to the flowers and are left stunned for a brief moment.


CPU
CPU
1P
CPU
45
2
1P
Player 1
2P SUPER
1
Raiden
0:32
3P SUPER
0
Fat Princess
4P SUPER
0
Spike


CPU
CPU
CPU
1P
Player 1
1P SUPER
2
Raiden
2P SUPER
0
0:50
Fat Princess
3P SUPER
1
0
Spike
4P SUPER
0

At the same time, be wary of reprisals. Escaping from this area is difficult, even for skilled players, since the pink block prevents upward motion, and everyone knows that the flowers serve as thin platforms. People are going to expect their enemies to try escaping through the flowers, and that lets them camp out and prepare for that escape attempt. The best STRATEGY is to jump up to the flowers and then immediately perform an evade roll to the left or right and into relative safety. There's no room to be purely defensive, however, so resume attacking as soon as possible.

HADES—GOD OF WAR



Introduction

Hades and his realm are just as fearsome as the stories suggest. The underworld is a bleak place that's dominated by fiery lava flows, black rocks, and foreboding, broken architecture. It feels like the buried remains of a mausoleum… which makes it the perfect battleground for the All-Stars.

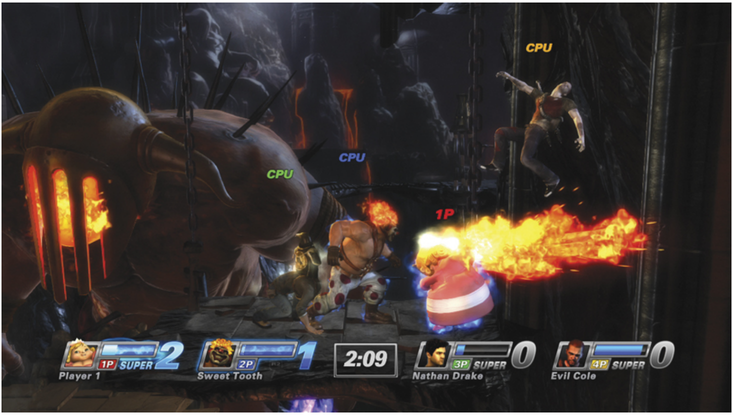
Hades himself stalks the background of the level, often directly interfering in the match itself. He's gigantic and dangerous, and his weapons trigger attacks that span the entire screen. What's an All-Star to do?

Trouble Spots

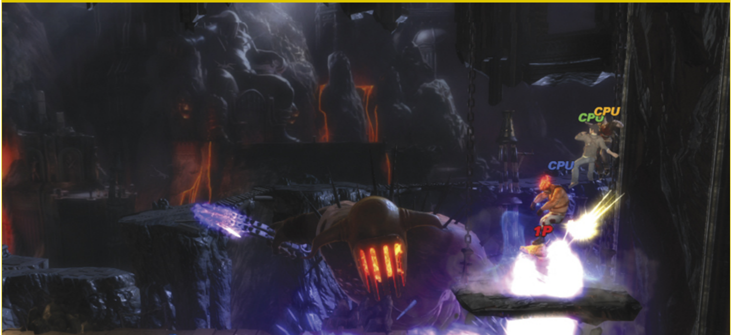
Hades' shockwave attack is troublesome. Hades, the level, is relatively flat. That doesn't give players many opportunities to have their characters safely dodge Hades' attacks. Double jumping works, but a single missed command can lead to getting hit.

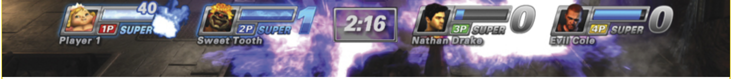
The pits on either side of the level are the key to success. The platforms above them are thin, which allows characters to attack from above or escape from danger. The pits are narrow, which means that attacks with an area of effect, such as Kratos's Divine Reckoning Level 2 Super attack, are almost guaranteed to hit, all things being equal.

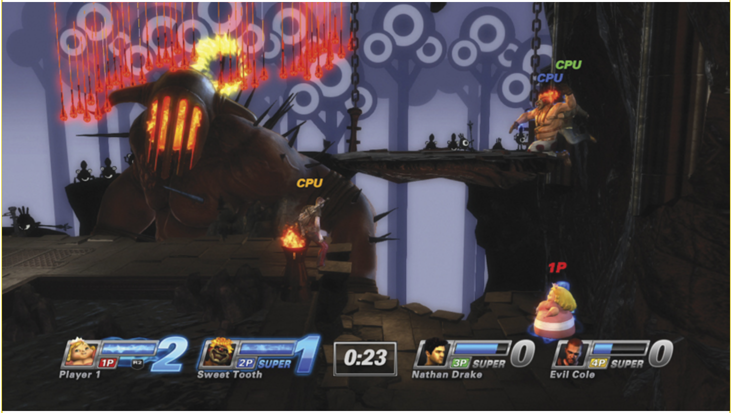
It's hard to use the environment of Hades to your advantage, but that doesn't mean that you can't. Simply be aware of your options and take advantage of the situation. Draw opposing characters out in the center of the level before the Hazards come, or retreat to the pits to dodge the Hazards.


CPU
CPU
CPU
1P
1P SUPER 2
Player 1
2P 1
Sweet Tooth
2:09
3P SUPER 0
Nathan Drake
4P SUPER 0
Evil Cole

AT A GLANCE


CPU
CPU
CPU
1P


40
1P SUPER
Player 1
2P SUPER
1
Sweet Tooth
2:16
3P SUPER
0
Nathan Drake
4P SUPER
0
Evil Cole


CPU
CPU
CPU
1P
1P
2
Player 1
2P SUPER
1
Sweet Tooth
0:23
3P SUPER
0
Nathan Drake
4P SUPER
0
Evil Cole

Games Represented:

- God of War, Patapon

Distinct Phases:

- Hades, Pon Pon Pata Pon

Major Hazards:

- Hades, Spears

Hades Phase (0:00-1:45)

Hades is not happy about the All-Stars invading his realm, and he's out for blood for their effrontery. The level itself is pretty simple. It begins as a wide plain, free of Hazards and platforms. The first few times Hades attacks the All-Stars, he alters the geography of the underworld. His first strike creates a pit on the right side of the level and causes a hanging platform to drop from the ceiling. His second strike creates another pit, this time on the left side of the level, and another hanging platform appears.

HAZARDS AND INTERACTION

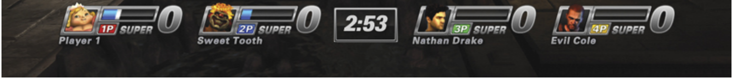
Hades's weapons, the Claws of Hades, are incredibly effective. They can shatter the very ground that the All-Stars walk on, and Hades isn't afraid to use them. Every strike of the Claws of Hades sends a flare of blue flame traveling across the ground floor of the level. The only way to escape is to double jump over it or stand on a hanging platform. Characters that are hit by the wave of flame are left stunned in the aftermath.

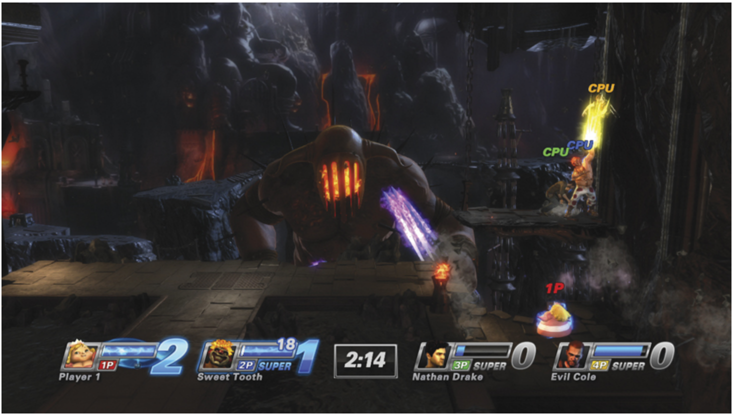
Hazard	AP Penalty	Hit Effect	Notes
Claws of Hades	None!	Stun	—

STRATEGY

The best way to approach this phase is to behave as if Hades is not present. He only attacks the All-Stars twice in this phase, and though those attacks are appropriately devastating, they are rare enough to be treated like a relative non-issue. Focus on gathering AP in this phase. Players using characters like PaRappa the Rapper that can spontaneously generate AP should do so whenever possible, while other players should focus on executing strong combos and aerial attacks to acquire AP.

1P
CPU
CPU
CPU


1P SUPER 0
Player 1
2P SUPER 0
Sweet Tooth
2:53
3P SUPER 0
Nathan Drake
4P SUPER 0
Evil Cole


CPU
CPU
CPU
1P
1P 2
Player 1
18
2P SUPER 1
Sweet Tooth
2:14
3P SUPER 0
Nathan Drake
4P SUPER 0
Evil Cole

Once Hades knocks down the left and right sides of the level, players have a bit more flexibility. The lower corners of the level give characters a chance to trap their foes in a relatively enclosed space, while the hanging platforms provides a place to escape from Hades's attacks or to launch new attacks from. The platforms are thin, so don't hesitate to drop under them and interrupt someone else's one-on-one match.

Tip

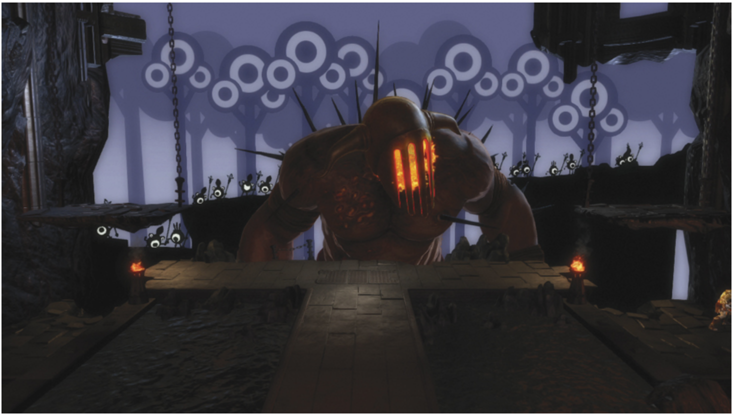
HADES OF A LIFE

CPU
CPU
CPU
1P
1P 2
Player 1
18
2P SUPER 1
Sweet Tooth
2:14
3P SUPER 0
Nathan Drake
4P SUPER 0
Evil Cole

Hades can alter his size, as all gods can. This time, he's a giant, with only his torso visible on-screen. His weaponry changes size with him, and the Claws of Hades are even more fearsome when they're this large. His blades can tear the soul from and living being. When the Claws of Hades are viewed alongside his fearsome helm and the spikes piercing his body, Hades becomes a truly menacing figure indeed.

Pon Pon Pata Pon Phase (1:45-3:00)

Around one minute and 45 seconds into the level, Hades suddenly finds himself the target of an unwelcome surprise. The Patapons are here, and they're ready for war. The Patapons take up positions in the background on the rough crags and hills behind Hades. They constantly pepper him with spears and crank his rage up to almost unbelievable levels. Vicious Patapons and an angry Hades are a deadly combination. What happens when they both turn on the All-Stars?



HAZARDS AND INTERACTION

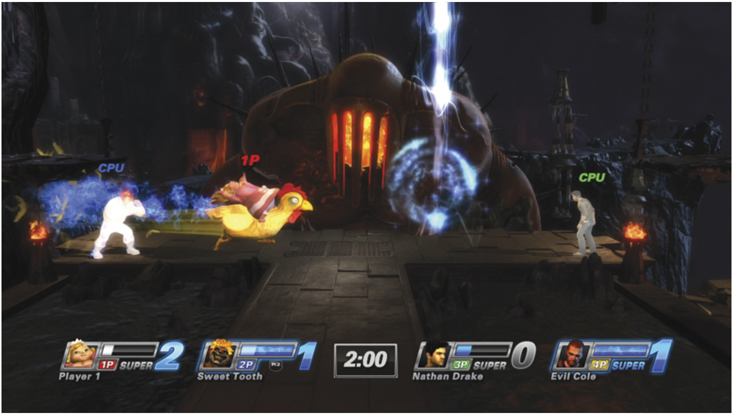
Though it doesn't happen until late in the match, the Patapons are definitely a threat to the All-Stars. When they're preparing to attack, four blue groups of targets appear on the stage. Targets appear on the extreme left, extreme right, and then left and right of the center of the level. The targets flash red before the spears land, so make it a point to get out of their way. A safe way to escape the rain of spears is to dodge roll out of the way. Simply hold L1 and press either ⇦ or ⇨ to dodge roll.

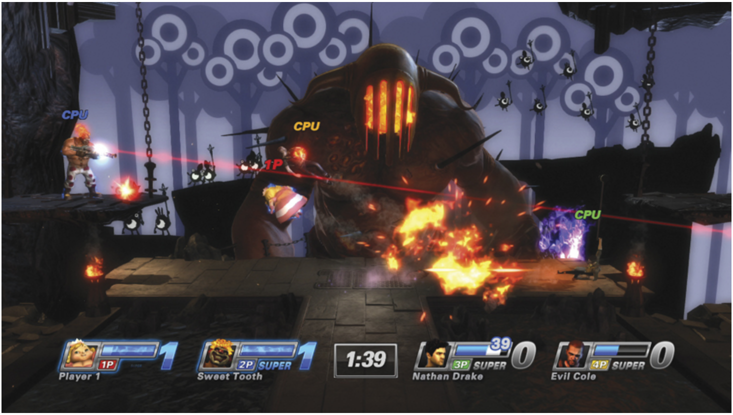
Additionally, hades loses his temper and slams both of his Claws of Hades onto the center of the level. Twin flames rocket toward the left and right sides of the level, but the center area is left untouched.

Hazard	AP Penalty	Hit Effect	Notes
Claws of Hades	None!	Stun	Safety can be found in the center of the level.
Patapon Spears	Heavy	Eject Spiral	—

STRATEGY

Now is the time to start throwing out Super attacks and using items to quickly rack up a number of kills. Items that immobilize enemies are extremely useful during this phase, and any player who is given a chance to attack several opponents while characters are in the pits on either side of the level should take advantage of that as soon as possible. Triggering a Super move in such tight quarters almost guarantees at least one kill, and lucky players may even score three at once.

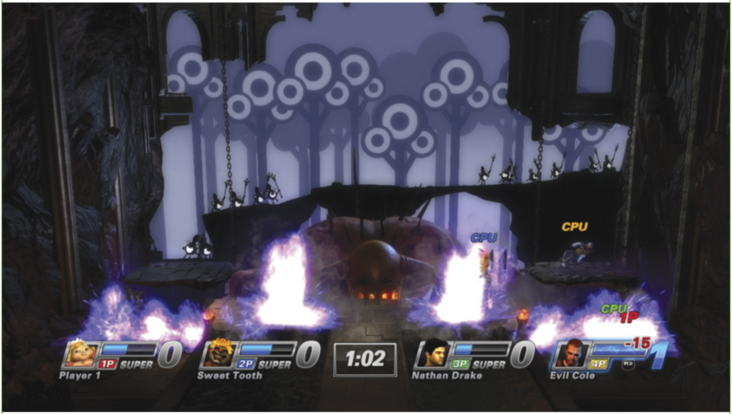

CPU
1P
CPU
1P SUPER 2
Player 1
2P 1
Sweet Tooth
2:00
3P SUPER 0
Nathan Drake
4P SUPER 1
Evil Cole


CPU
CPU
1P
CPU
1P 1
Player 1
2P SUPER 1
Sweet Tooth
1:39
39
3P SUPER 0
Nathan Drake
4P SUPER 0
Evil Cole

Fight dirty. Pitch enemies toward the pits with a throw or knockback and then follow up with a crushing ground attack or spinning attack that can hit several adversaries at once. Causing mayhem is a great way to store up AP to kill the opposing characters. Aim for multiple kills at once, or try to bait other characters into falling prey to the Hazards. Freezing them in place just before a Hazard strikes is a great plan, and following that up with a Super attack is even better. The spears from the Patapons cause an eject tornado and an AP penalty, so following up on that may be tough. Don't look a gift horse in the mouth, however. An eject tornado is a great way to get some breathing room.

Tip

CHEAP IS GOOD, FREE IS BETTER


CPU
CPU
CPU
1P
-15
1P SUPER 0
Player 1
2P SUPER 0
Sweet Tooth
1:02
3P SUPER 0
Nathan Drake
4P
R2
1
Evil Cole

Hades’ attacks leaves afflicted characters in a stun state. This isn’t a big deal when everyone gets hit, but dodging Hades’ attacks can give an All-Star a fantastic advantage over the opposition. Go for kills immediately after Hades attacks, and take advantage of the stun states.

INVASION—KILLZONE

Introduction

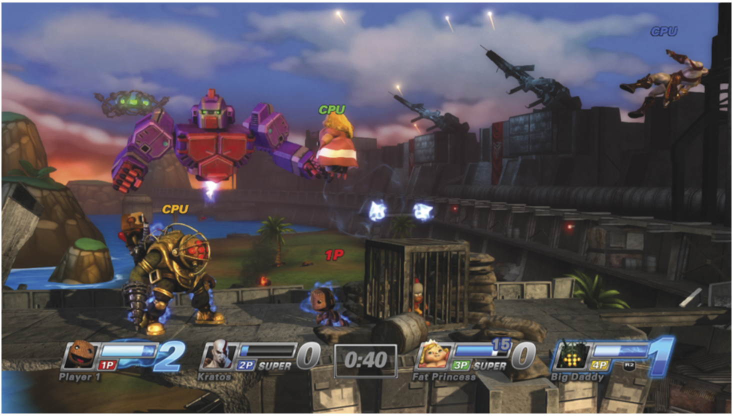
Helghan is a war-torn planet and the latest site of a war spanning millions of miles. The environment is toxic, and beings without proper protection often find themselves dying before completing their mission. From the entrenched Helghast army to the incredible electric storms that light up the sky, Helghan is hostile on every conceivable level.

Everyone is persona non grata on Helghan, but that doesn't stop the All-Stars from making the skies of Helghan their latest battleground. Nothing lasts forever, however, and the All-Stars are in for a rude surprise.

Trouble Spots

The Intruder Phase leaves characters with almost nowhere to hide. The Intruders force the All-Stars into close quarters and perilous falls. The Ape Phase is more open and much larger but has a lot of trouble spots. The top of the shipping container is a high-traffic area, and the ape in the middle of the level is an incredibly attractive asset. Traveling near the shipping container or the ape opens All-Stars up to higher risks than usual, so be careful.

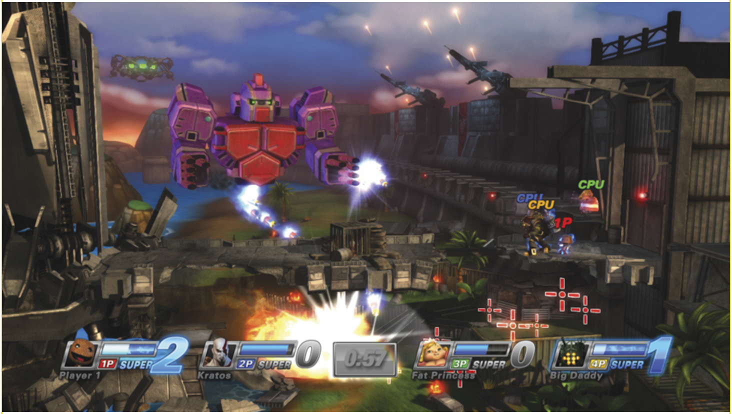
Characters that have a large number of long-range attacks only have a clear line of sight across the level from the top of the ramp on the left side or on the shipping container. Beyond that, those characters are going to need to employ close-range attacks.


CPU
CPU
CPU
CPU
1P
1P
2
Player 1
2P SUPER
0
Kratos
0:40
3P SUPER
15
0
Fat Princess
4P
1
Big Daddy

AT A GLANCE

CPU
CPU
1P
CPU

1P SUPER 0
Player 1
2P SUPER 0
Kratos
1:56
3P SUPER 0
Fat Princess
4P SUPER 0
Big Daddy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CPU
CPU
1P
1P SUPER 2
Player 1
2P SUPER 0
Kratos
0:57
3P SUPER 0
Fat Princess
4P SUPER 1
Big Daddy

Games Represented:

  - Ape Escape, Killzone

Distinct Phases:

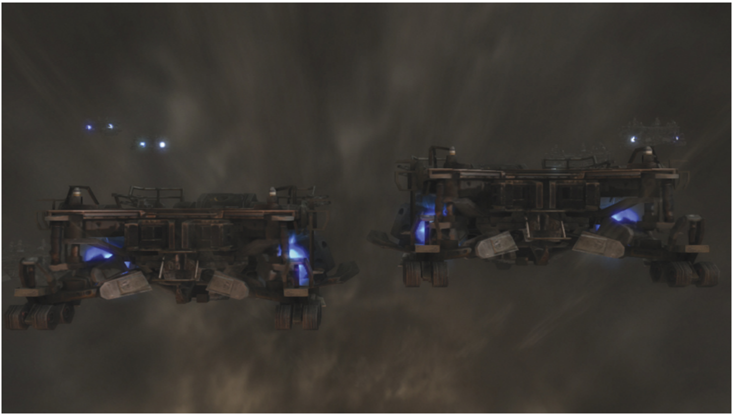
  - Intruder, Ape

Major Hazards:

- Missiles, Mobile Suit Goliath

Ntruder Phase (0:00-1:00)

The All-Stars begin their battle bereft of solid ground. There are two Intruders that serve as the playing field for the first minute of the fight. The Intruders are streaking through the Helghan sky in formation with a greater flight of vehicles. Anti-aircraft fire and missiles dot the sky during the high-speed descent.



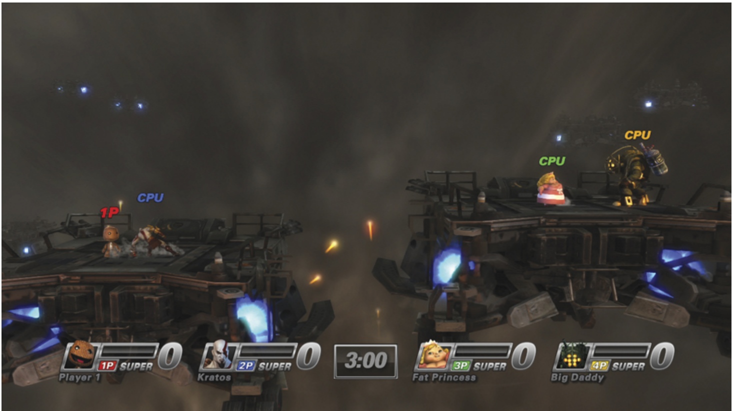
HAZARDS AND INTERACTION

Don’t fall between the craft! Falling into the air results in an AP penalty, with characters left stunned in the aftermath.

Hazard	AP Penalty	Hit Effect	Notes
Falling Hazard	Heavy	Stun	Characters that fall are teleported back onto the Intruders.

STRATEGY

The Intruders are flat platforms with two lower platforms between them. Their position shifts over the course of the battle, resulting in a falling Hazard that routinely changes size. Aerial combat is a risky proposition during this phase, as it is incredibly easy to fall away from the Intruders. Take advantage of the Hazard by employing combos that result in a big AP gain and end in a knockback.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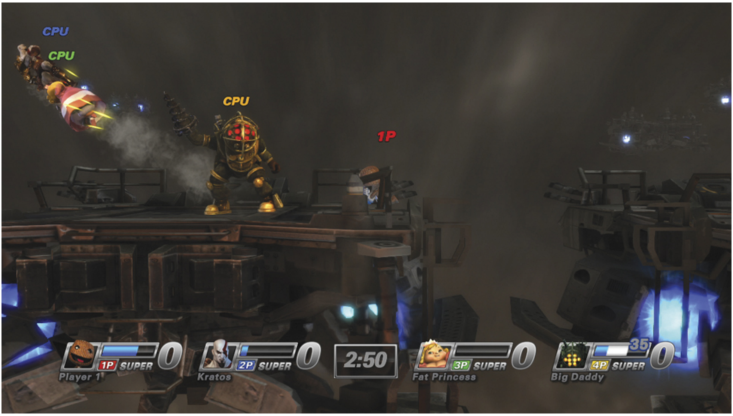
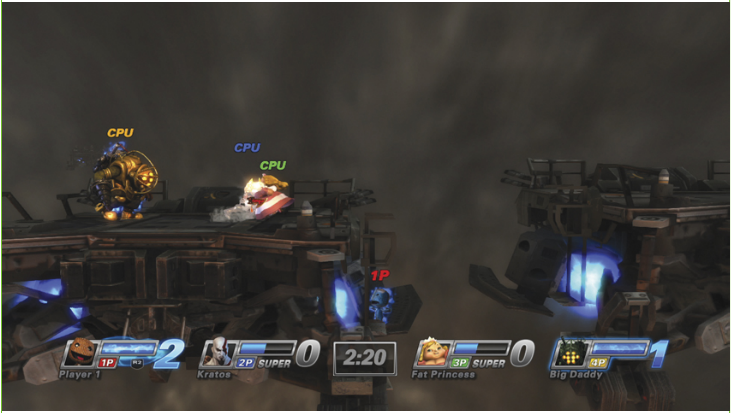
1P SUPER 0
Player 1
2P SUPER 0
Kratos
3:00
3P SUPER 0
Fat Princess
4P SUPER 0
Big Daddy


CPU
CPU
CPU
1P
1P SUPER 0
Player 1
2P SUPER 0
Kratos
2:50
3P SUPER 0
Fat Princess
35
4P SUPER 0
Big Daddy

Instead of focusing on one enemy and ignoring the others, take each opponent as they come. Find an adversary, hit them with a combo, knock them away, and then move onto the next one. Focus on building up a Level 1 Super attack and store it until the next phase begins.

Tip

DEATH FROM ABOVE (AND BELOW)


CPU
CPU
CPU
1P
1P 2
Player 1
2P SUPER 0
Kratos
2:20
3P SUPER 0
Fat Princess
4P 1
Big Daddy

There are two small inner platforms between the two Intruders. Use the platforms to your advantage! Bait enemies into following your character onto the platforms, and then force them to fall or retreat to the upper platform. Use upward attacks like Kratos's Brutal Ascension (⬆ △) to hammer foes on the upper platform from below.

Ape Phase (1:00-3:00)

The Intruders drop the All-Stars onto a Helghan bridge and zip off into the sky. The new battleground is on solid ground, thankfully. The level is divided into two floors. There's an upper floor in the form of a bridge with a mysterious metal box in the center, and a lower floor with debris, rubble, and a couple of short platforms. The lower floor doesn't become available, however, until the bridge is destroyed by a series of missiles.

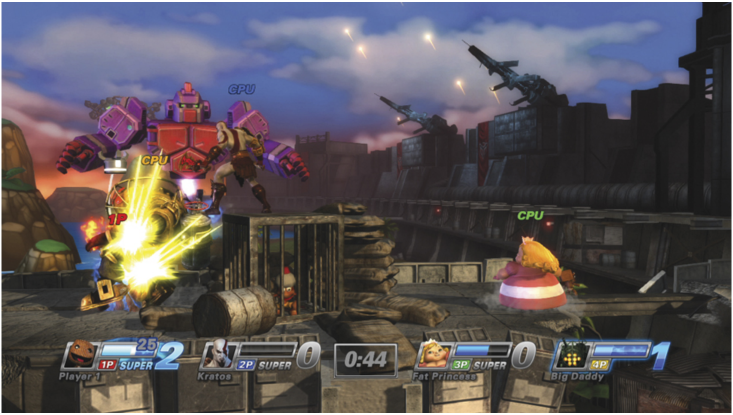
HAZARDS AND INTERACTION

There are a few major hazards to worry about on this phase of invasion. A series of crosshairs appears on the bridge just before the missiles arrive and destroy it. That's a clue to double jump over the missiles and explosions. There are red barrels that explode when struck or when characters are thrown into them, revealing AP Orbs. The Mobile Suit Goliath, an ape robot, often attacks the playing field with claps or missiles that eject or knock down a character. Finally, the ape in the cage on the bridge releases AP Spheres when his cage is struck.

Hazard	AP Penalty	Hit Effect	Notes
Bridge Missiles	Light	Eject spiral	-
Mobile Suit Goliath Missiles	Light	-	-
Mobile Suit Goliath Clap	Heavy	Knockdown	-

STRATEGY

The ape is an infinite source of AP, which makes him an attractive target. However, do not forget the point of the battle. Focus on defeating the enemies first and gathering free AP later. To properly take advantage of the ape, move fights toward the cage or attack challengers that are standing near it. It is important to build AP the traditional way while forcing the ape to release AP Spheres. Hammer an enemy near the cage, knock them away, and then reap the rewards.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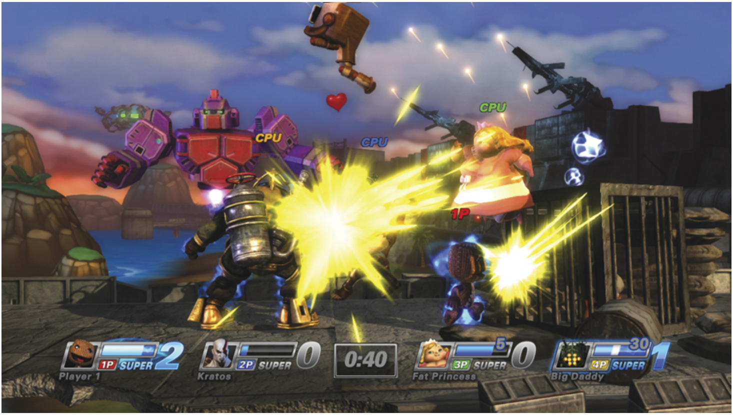
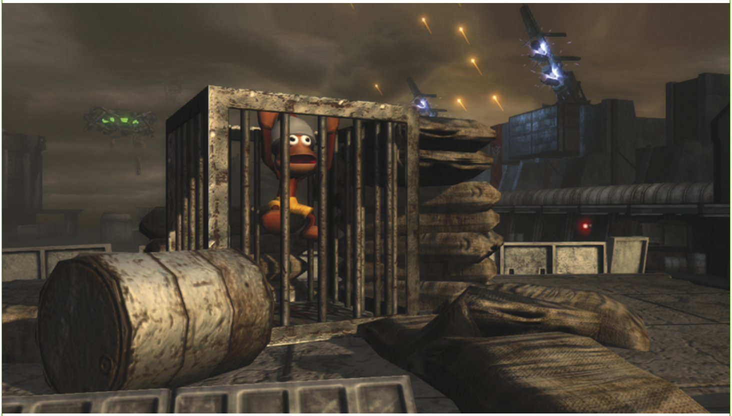
CPU
1P
CPU
25
1P SUPER
2
Player 1
2P SUPER
0
Kratos
0:44
3P SUPER
0
Fat Princess
4P
1
Big Daddy


CPU
CPU
CPU
1P
1P SUPER
2
Player 1
2P SUPER
0
Kratos
0:40
5
3P SUPER
0
Fat Princess
30
4P SUPER
1
Big Daddy

Everyone is going to try to gather AP Spheres from the ape, so the central area of the bridge is going to be hotly contested territory. After the bridge explodes, it becomes a thin platform, leaving characters free to drop through it and battle it out on the lower floor. Take advantage of the lower floor as a safer combat zone. Instead of traveling across the stage on the bridge, drop below and try to bait enemies into a trap while moving to either side of the level. The green cargo container on the right side of the level is a great spot to trap adversaries with Super attacks, particularly ones with a large range or area of effect.

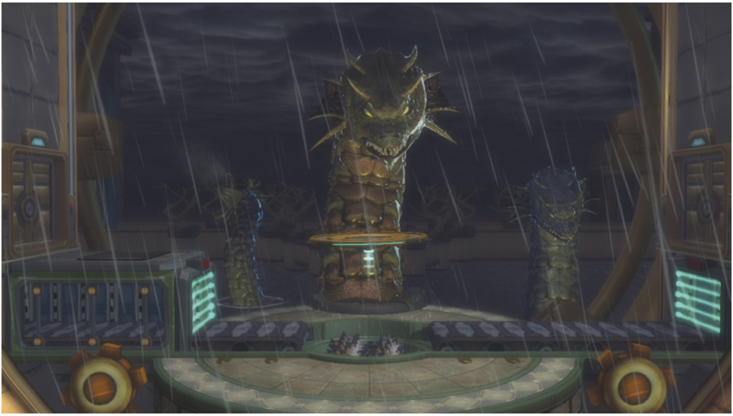
Tip

Monkey In The Middle



The caged primate is a wonderful source of AP. To force the ape to release AP Orbs, simply strike the cage with an attack. The AP Orbs that spawn vary in value, and a number of them spawns each time the cage is struck. Long combos don't result in better AP gain, so hit the cage with quick attacks, gather the AP Orbs, and then get back to battling!

METROPOLIS—RATCHET & CLANK



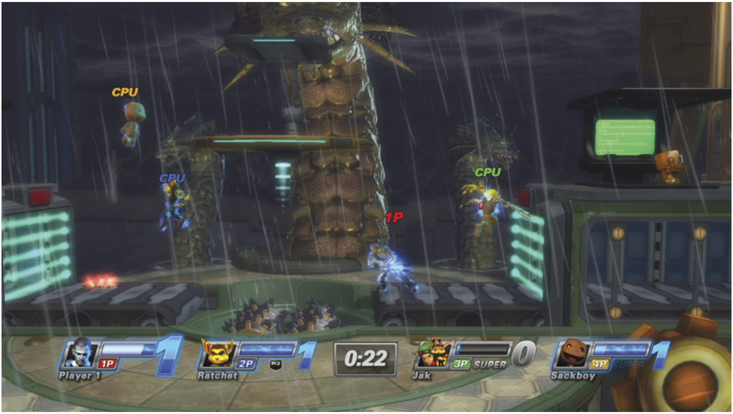
Introduction

Ah, Metropolis. Capital city of the planet Kerwan and home to three trillion wonderfully diverse citizens, including galactic heroes Ratchet and Clank. Metropolis is the quintessential city of the future, filled with jump pads, moving platforms, hovering vehicles, and absolutely astounding skylines. Beautiful, high-tech, and fast-paced, anything can happen here… but no one expected a giant Hydra from God of War to show up during a rainstorm and go on a rampage!

Trouble Spots

See the center of the level? That's where the trouble is. There are blades lurking beneath the circle in the middle, conveyer belts that often end up conveying explosive crates toward the center, and don't forget about the Hydra!

The central portion of Metropolis is a veritable death trap. Keep that in mind when playing. Force opponents to give chase through the center of the level, and then immediately turn around and attack. Throw foes toward the spikes or knock them into explosive boxes. Use the city against the enemy!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1P
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Player 1
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Ratchet
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3P
SUPER
0
Jak
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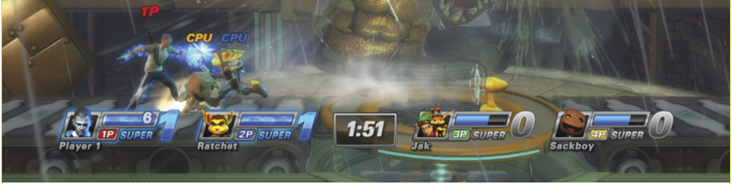
1
Sackboy

AT A GLANCE


1P
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1
Player 1
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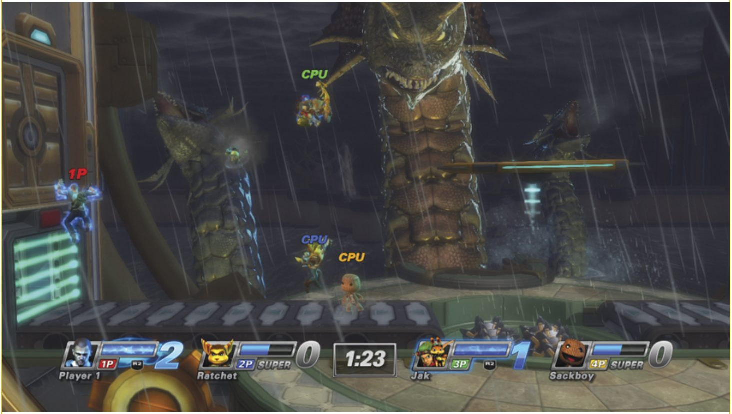
Ratchet
1:51
3P SUPER
0
Jak
4P SUPER
0
Sackboy


CPU
1P
CPU
CPU
1P
2
Player 1
2P SUPER
0
Ratchet
1:23
3P
1
Jak
4P SUPER
0
Sackboy

Games Represented:

  - God of War, Ratchet & Clank

Distinct Phases:

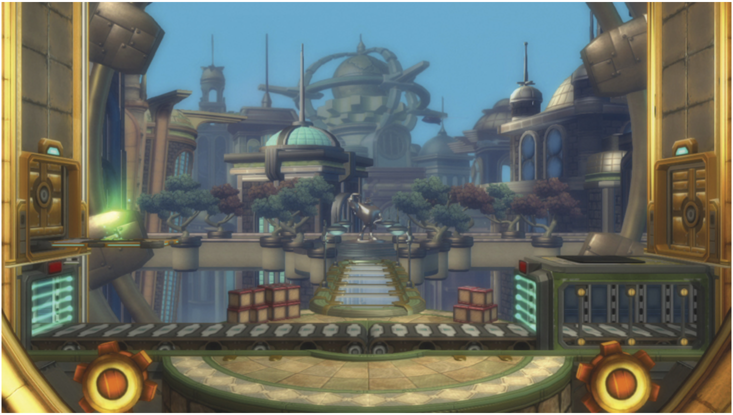
  - Metropolitan, Hydra

Major Hazards:

- Hydra, Spikes

Metropolitan Phase (0:00-1:00)

Metropolis is a thriving, bustling, and enormous city. The background of the All-Stars' battleground features the statue for Captain Qwark, high-speed traffic, and Metropolis's unique skyline. The All-Stars fight on a set of conveyer belts, and platforms, computers, boxes, spikes, and more cycle into and out of the playing field as this phase goes on. Metropolis is ever-changing, and that's as true of the battleground as it is anywhere else.



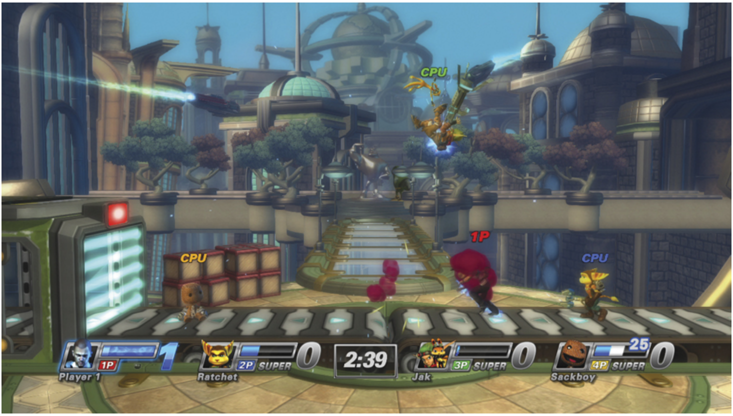
HAZARDS AND INTERACTION

There aren't any hazards to worry about during this phase of metropolis, but the city rapidly shifts and adjusts itself under the feet of the All-Stars. Conveyer belts activate, platforms retract into the walls, and more. The conveyer belts moves characters toward the center of the stage at a slow speed, which complicates a fight. Characters that run against the belt move slower, while characters that run with the belt move remarkably fast. When combined with Sackboy's Air Shooter (← ◎), the conveyer belts can be used to keep adversaries away or launch your character at an enemy at high speeds. Finally, jump pads allow characters to leap high into the sky without the aid of a double jump, which makes Metropolis into one of the tallest stages in the game.

STRATEGY

Playing in Metropolis requires being willing to constantly adjust strategies on the fly. Metropolis changes so much and so often that it often feels like several different levels playing on a loop instead of one level. The central area of the level is flat and usually free of elevated platforms, while the left and right side of the level provide platforms or jump pads. When the platforms are fully extended, Metropolis's lower playing field is fairly tight and compressed. When they're retracted, there's a ton of room to move around horizontally, but not as much to move vertically.

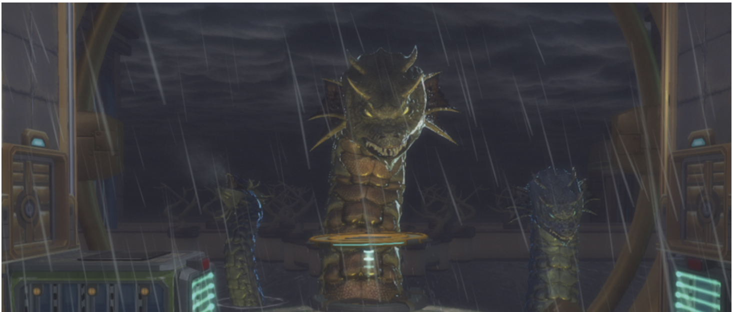
CPU
1P SUPER
Player 1
0
30
2P SUPER
Ratchet
0
2:50
3P SUPER
Jak
0
4P SUPER
Sackboy
0


CPU
1P
CPU
CPU
1P
Player 1
1
2P SUPER
Ratchet
0
2:39
3P SUPER
Jak
0
25
4P SUPER
Sackboy
0

Learn the disparate elements of Metropolis before going into battle. When the platforms begin extending, attempt to trap an enemy against its walls. When they retract, take advantage of them to beat a hasty retreat by leaping onto the platform and then into the air. With proper timing, escaping characters can use the rapidly retreating platform to leap up and over attacks with little chance of being nailed by an attack.

Hydra Phase (1:01-3:00)

Things quickly begin going wrong in Metropolis. A heavy rain turns the sky dark and cloudy, obscuring the skyline. Captain Qwark runs to the foreground, but he's visibly tired. When the Hydra bursts through the walkway, pitching Captain Qwark into the water and ruining the local architecture, things look about as bad as they can get. At least, one would assume so, but the giant Hydra has two more heads that are ready to wreak havoc.



HAZARDS AND INTERACTION

This phase is where metropolis turns hostile. All of the interaction from the previous phase is intact, with the addition of a spike pit in the middle of the level, explosive crates, and a few hungry hydra heads. Metropolis was merely busy in the first phase. During the Hydra phase, it gets downright hectic. The baby Hydras attack and eject All-Stars, knocking AP Spheres free, while the giant King Hydra can destroy shields or blow characters in a certain direction. Be wary when the computers pop up, as well. Characters that are standing where the computers appear may see themselves lightly struck by the upper panels of the computer, too.

Hazard	AP Penalty	Hit Effect	Notes
Spike Pit	Heavy	Full launch	—
Hydra Bite	Heavy	Eject Spiral	—

STRATEGY

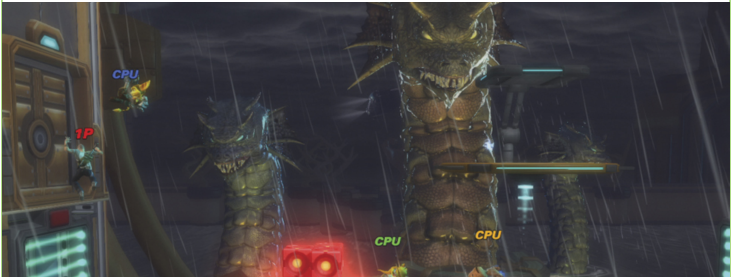
Metropolis is complicated during this phase. Players must watch for the Hydra-related Hazards, a slew of new transformations and Hazards, and three other combatants. That's a lot to handle on the best of days, and a deft touch is required to survive this phase.

The safest zones during this phase are the far left and right edges of the level, whether at ground level or on the platforms. These areas are open in a way that the center of the level is not. After the central circle has risen, revealing the spike pit, it's easy to see why the center is an intense area to fight in. With the platforms extended, there's not a lot of room to maneuver. Leaping across the pit is risky, and jumping to the platform above it turns characters into a target for attacks.

Picking where to battle depends on what type of player is asking the question. Players who prefer to perform carefully crafted combos on their opponents should stick to the sides of the level. The sides are slower-paced than the center and provide characters with more freedom of movement. Players who love getting into high-speed battles and thrive on frantic, heart-pounding gameplay should brave the central area and do their best to have their characters avoid the pit.

Tip

RED DOESN'T ALWAYS MEAN STOP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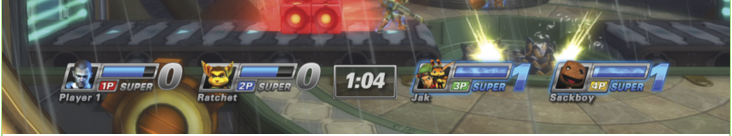
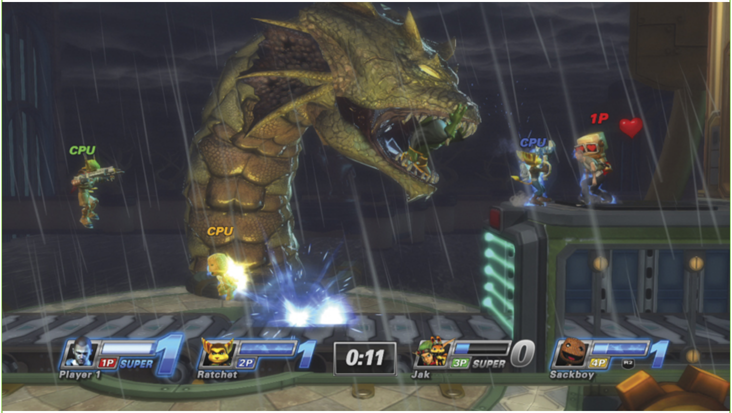

1P SUPER
0
Player 1
2P SUPER
0
Ratchet
1:04
3P SUPER
1
Jak
4P SUPER
1
Sackboy

It’s a classic video game rule, and it’s true here, too: red objects explode. When a red-trimmed crate appears, hit it or throw someone into it to make it explode.

Tip

EASTER EGGS


CPU
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1P
1P SUPER
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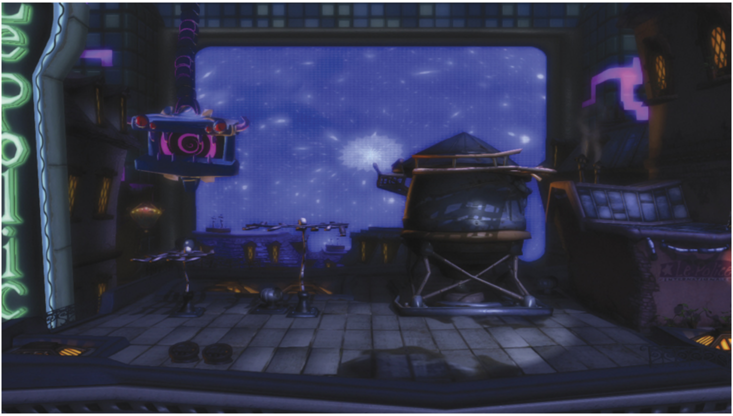
Player 1
2P
1
Ratchet
0:11
3P SUPER
0
Jak
4P
1
Sackboy

Captain Qwark is hero to trillions, at least theoretically. He’s actually something of a fame-hungry coward. Despite that, if you get him mad enough, he’ll behave like a true superhero. Watch him battle and be devoured by the Hydra during a match on Metropolis. You’d think that would be the end of the man, but you can’t keep a good hero down…you can’t keep a bad hero down, either.

PARIS—SLY COOPER



Introduction

Paris: the city of love and lights. There's not much in the universe that's as beautiful as Paris on a romantic moonlit night... especially if you're Sly Cooper, gentleman super-thief. The low light and open rooftops create the perfect environment for a bit of night-time thievery. No bauble is safe when Sly is in town, and he's about to create his masterpiece. He's going to sneak into police headquarters and retrieve his police profile from Inspector Carmelita Fox's office safe. One problem: the All-Stars, Sly included, are currently battling it out on the roof of the buildings, blowing any chance of a quiet entrance and exit. What's a raccoon to do?

Trouble Spots

Paris is a wide-open level, which can be frustrating for certain characters. Battles tend to be concentrated around the wall leading to the rightmost platform or near the electric sign. As a result, if you don't do well in intense melee battles, you should have your characters avoid those areas. Other players may attempt to force unsuspecting All-Stars into getting trapped in those areas, however, so don't linger too close to one side or the other. Make it a point to stand your ground near the middle of the level.

CPU
CPU
CPU
1P
17
1P SUPER
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Player 1
2P SUPER
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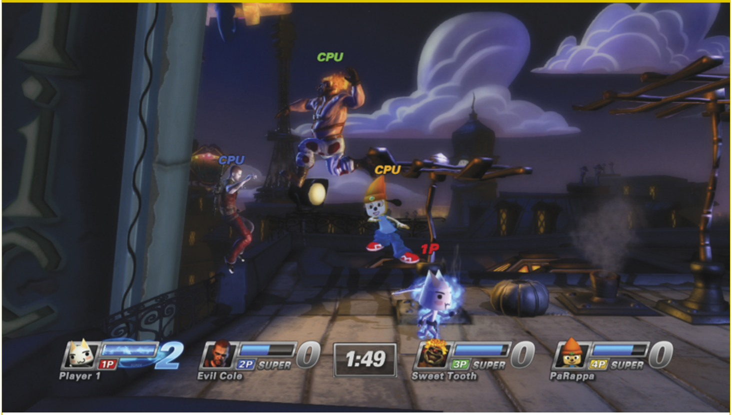
Evil Cole
1:56
3P SUPER
0
Sweet Tooth
4P SUPER
0
PaRappa

AT A GLANCE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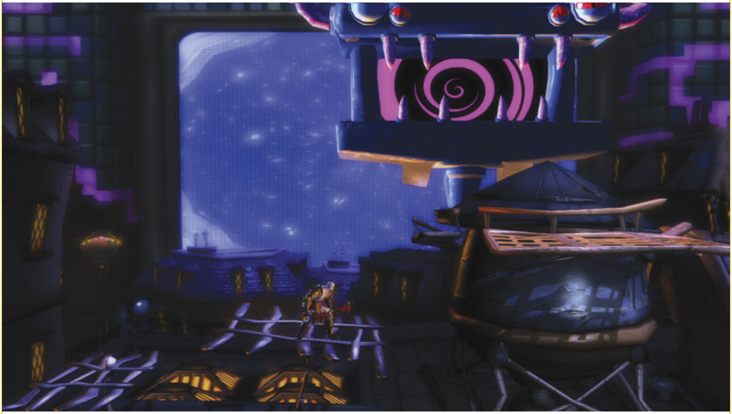
PaRappa



Games Represented:

- LittleBigPlanet, Sly Cooper

Distinct Phases:

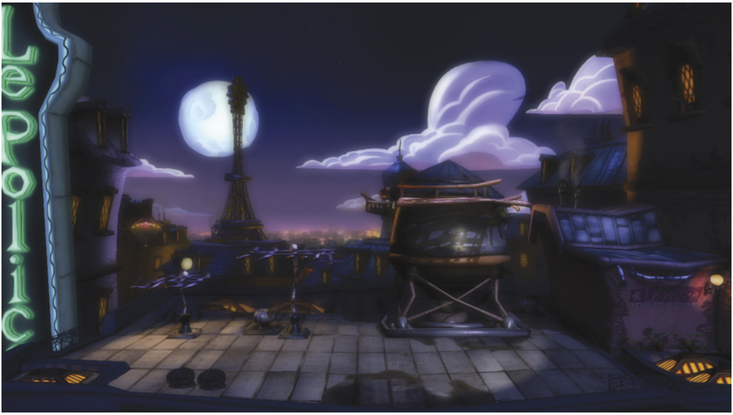
- Infiltration, Negativitron

Major Hazards:

- Police Sign, Collection Beam

Infiltration Phase (0:00-1:15)

The All-Stars have turned the city of love into the city of combat, and they're doing it on top of police headquarters. From left to right, expect to see a large neon sign, two steel antennas, a water tower, and then a raised platform all the way on the right. The water tower is only accessible after utilizing the shorter platforms to get a boost, and the neon sign serves as both Hazard and decoration.

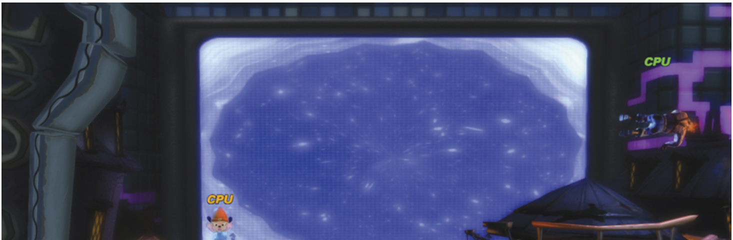


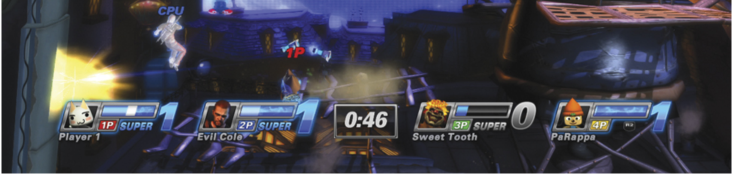
HAZARDS AND INTERACTION

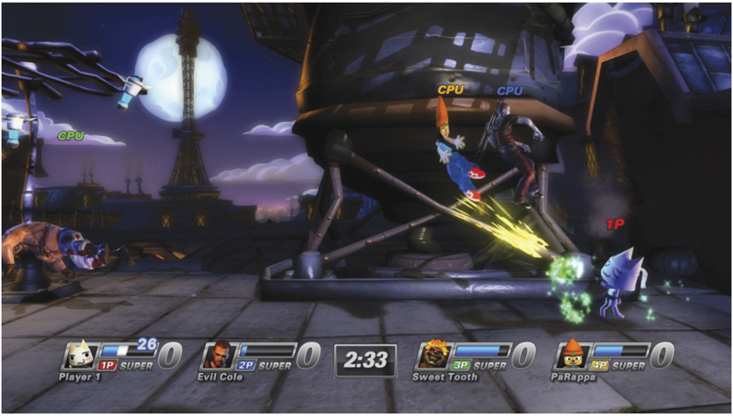
The neon police sign is interactive. All-Stars that are thrown or knocked into it are launched into the air, opening them up for further attacks. The sign can even be broken if it is attacked enough. When the sign breaks, it shocks any character that is standing nearby.

STRATEGY

Paris allows for diverse styles of gameplay depending on which side of the level the battle is taking place on. The left side of the level is the most dangerous thanks to the neon sign Hazard, and battles on that side tend to be hectic affairs. Novice players should shy away from battling so close to a Hazard, especially considering the AP loss. However, experienced players are going to attempt to draw enemies to them and abuse the Hazard.



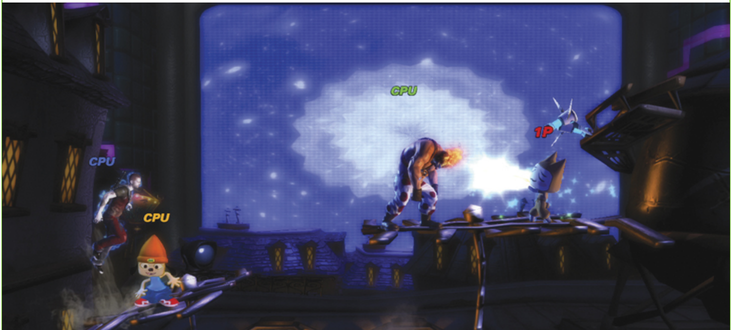

CPU
1P
1P SUPER 1
Player 1
2P SUPER 1
Evil Cole
0:46
3P SUPER 0
Sweet Tooth
4P 1
PaRappa


CPU
CPU
CPU
1P
26
1P SUPER 0
Player 1
2P SUPER 0
Evil Cole
2:33
3P SUPER 0
Sweet Tooth
4P SUPER 0
PaRappa

No matter where the battle is taking place, the most important thing to have in Paris is situational awareness. Make it a point to know which characters can quickly travel across the stage, such as Dante when he utilizes the Angel Boost (➡ ○) maneuver. Those characters are going to be the most dangerous, as the entire level is their playground. They can access any platform, including the top of the water tower, from the ground level. Characters that are incredibly mobile have a huge advantage over more sedentary or harder-hitting characters.

Tip

A CROOKED HOUSE TIP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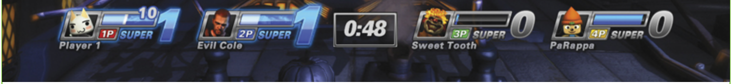
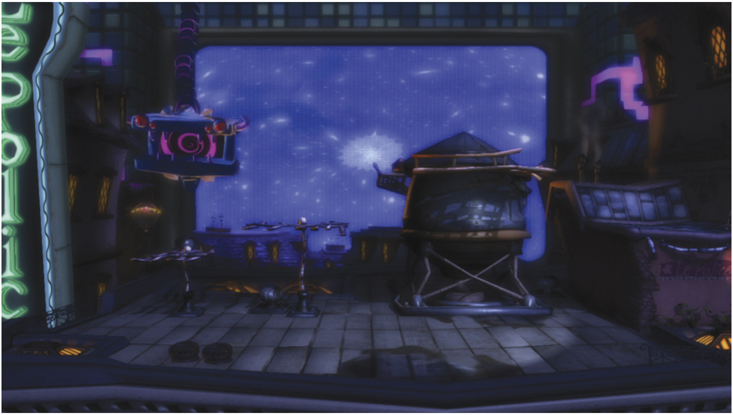
CPU


10
1P SUPER 1
Player 1
2P SUPER 1
Evil Cole
0:48
3P SUPER 0
Sweet Tooth
4P SUPER 0
PaRappa

Take note of the architecture in Paris. See how there aren't any straight lines? Factor that into your strategy. It's possible that the vagaries of the playing field, particularly the height difference between characters standing on a platform, may require on-the-fly adjustments to your strategy.

Negativitron Phase (1:16-3:00)

Some would say that having the All-Stars fight on top of police headquarters was bad enough, but adding LittleBigPlanet's Negativitron into the mix complicates matters even more. Negativitron is a collector, and he divides his time between fighting against the All-Stars and vacuuming up as much of Paris as he can hold.



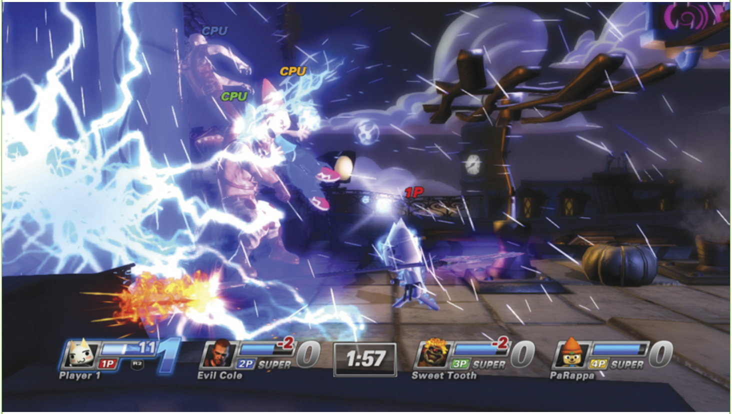
HAZARDS AND INTERACTION

Negativitron occasionally tries to vacuum up police headquarters, forcing the All-Stars to hover in mid-air and eventually tearing the water tower out of the ground. Dodge his purple collection beam at all costs. Characters that are caught in it are sucked into negativitron's mouth and spat out, losing AP in the process. Negativitron also fires lasers at the All-Stars and attempts to bite them.

Hazard	AP Penalty	Hit Effect	Notes
Laser Attack	Light	Twitch	—
Collection Beam	Medium	Knockdown	—
Bite	Heavy	Eject tornado	—

Tip

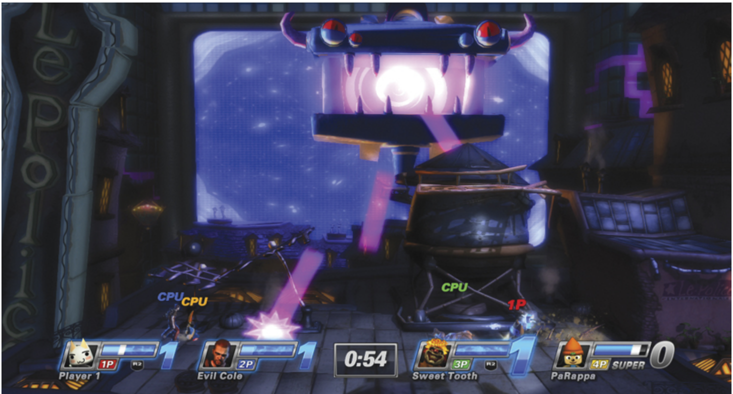
Disturbing The Peace

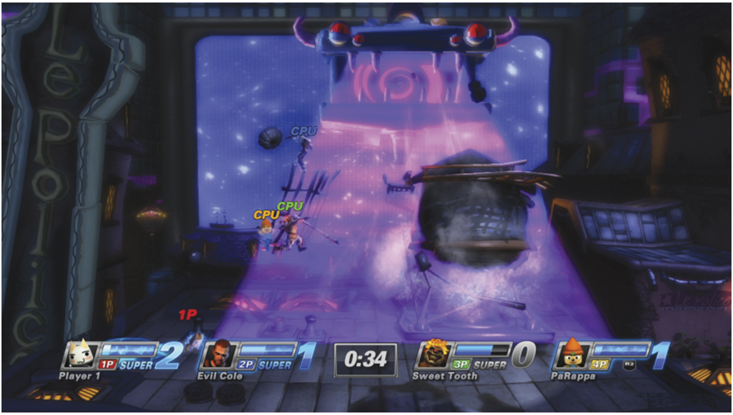

CPU
CPU
CPU
1P
1P
Player 1
1
Evil Cole
2P SUPER
-2
0
1:57
Sweet Tooth
3P SUPER
-2
0
PaRappa
4P SUPER
0

The sign Hazard is troublesome, but here's some good news: characters can destroy it with a few attacks. Go wild to get the job done! Just be ready for the electric explosion and shock that follows...

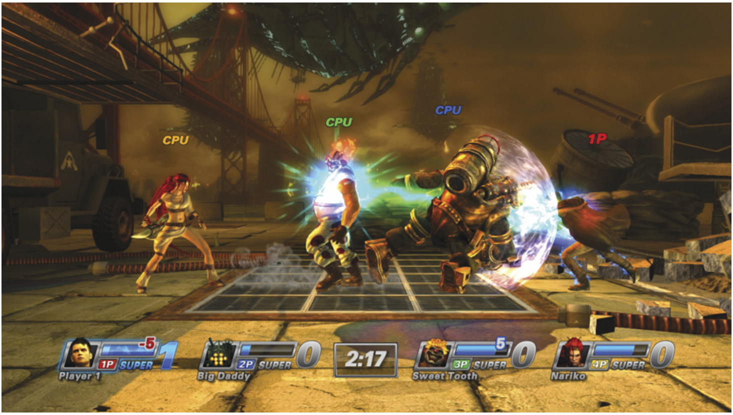
STRATEGY

Negativitron adds a new wrinkle to the battle. His vacuum has a wide range and can inconvenience every character on the level simultaneously. Being suspended in mid-air is a situation that must be avoided at all costs. It gives unaffected characters a chance to take advantage of the brief immobility of the other All-Stars by setting up combos and Super attacks. Keep an eye on Negativitron's position. When he approaches the foreground, be prepared to move your character to the left or right side of the level to dodge his attacks, whether he's using his vacuum or lasers.


CPU
CPU
CPU
1P
Player 1
1P
1
Evil Cole
2P
1
0:54
Sweet Tooth
3P
1
PaRappa
4P SUPER
0


CPU
CPU
CPU
1P
1P SUPER 2
Player 1
2P SUPER 1
Evil Cole
0:34
3P SUPER 0
Sweet Tooth
4P 1
PaRappa

SAN FRANCISCO—RESISTANCE


CPU
CPU
CPU
1P
-5
1P SUPER 1
Player 1
2P SUPER 0
Big Daddy
2:17
5
3P SUPER 0
Sweet Tooth
4P SUPER 0
Nariko

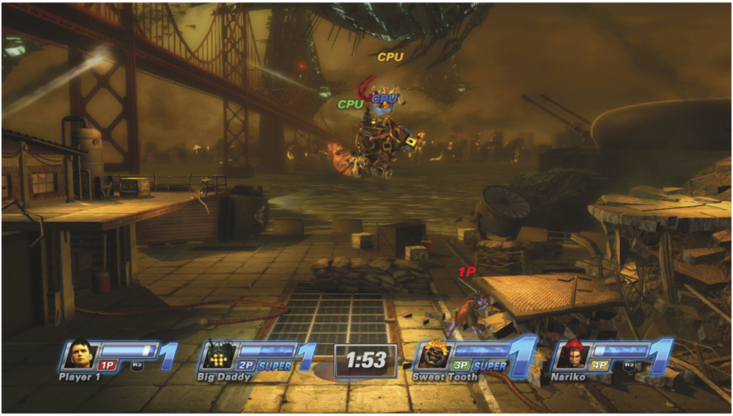
Introduction

The San Francisco skyline has turned from a tourist attraction to a violence-riddled battlefield. The Chimera, an alien race bent on invading the Earth, have set their sights on San Francisco, and their warships have filled the sky, ready to rain death and destruction on anyone who opposes their rule. Resistance fighters are striking back, but the situation looks bleak.

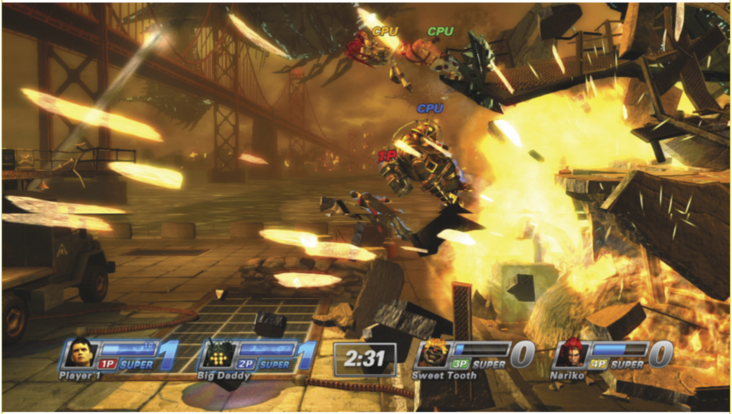
The resistance fighters have a bunker underneath a bridge that spans the San Francisco Bay. At the beginning of the level, soldiers exit the bunker in a panic, sprinting toward the battle only to find that their war has been pre-empted by another conflict in progress. The All-Stars are here, and things are about to get worse.

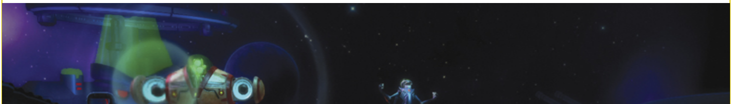
Trouble Spots

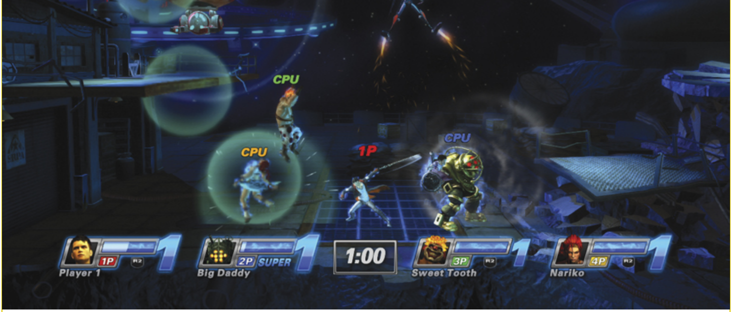
San Francisco is all about finding a defensible position. There are several dangerous areas, especially the lower-left corner. The upper-right platform is a great spot to mount a solid defense after the truck wrecks. It's a solid platform, and you can get the drop on enemies trying to jump to your character's position. Opponents on the thin platform opposite the upper-right platform that have full-screen attacks are a danger, but for the most part, this area is safe.


CPU
CPU
CPU
1P
1P
R2
1
Player 1
2P SUPER
1
Big Daddy
1:53
3P SUPER
1
Sweet Tooth
4P
R2
1
Nariko

AT A GLANCE


CPU
CPU
CPU
1P
1P SUPER
1
Player 1
2P SUPER
1
Big Daddy
2:31
3P SUPER
0
Sweet Tooth
4P SUPER
0
Nariko




CPU
CPU
1P
CPU
1P
R2
Player 1
2P SUPER
Big Daddy
1:00
3P
R2
Sweet Tooth
4P
R2
Nariko

Games Represented:

  - Ratchet & Clank, Resistance

Distinct Phases:

  - Battleground, Nefarious

Major Hazards:

- Crashing Ship, Hypersonic Brainwave Scrambler

Battleground Phase (0:00-1:30)

When the battle begins, the All-Stars are ready to battle just outside of the bunker. A truck on the left and the ledge above it serve as two platforms for the characters to battle on, while the elevated walkway on the right supplies another smaller platform. The center of the map is free of Hazards, obstacles, and debris. As a result, the central area of the stage provides the most chaotic battle zone, with the wings serving as brief respites from the melee.

HAZARDS AND INTERACTION

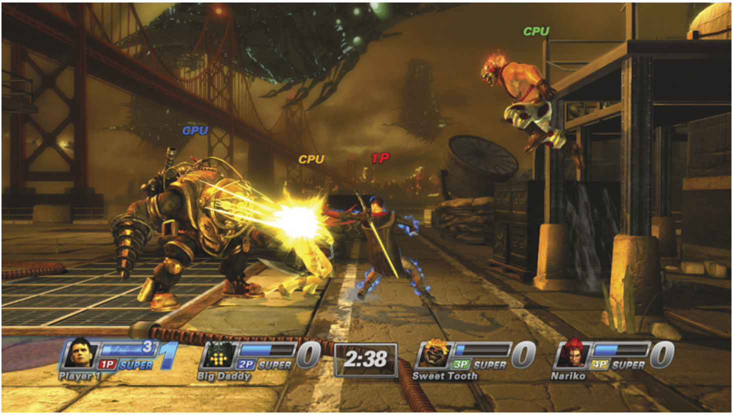
There are two major points of interaction in this phase. The first arrives around 30 seconds into the match, when an alien ship crashes into the platform on the right side of the level. Getting caught in this blast eject spirals characters into the air and leaves them vulnerable to attack.

The second point comes almost a full minute into the level. The truck beneath the platform on the left revs up, shoots out of its parking place, flips, and explodes, leaving the area underneath the platform free. Characters that are standing on the truck when it begins moving are automatically dropped to the ground.

Hazard	AP Penalty	Hit Effect	Notes
Explosion	—	Eject tornado	—

STRATEGY

San Francisco should be an easy stage to get used to for any seasoned combatant, but there are several things to keep in mind while playing. San Francisco alters greatly over the course of the first 60 seconds of a match. A damaged Chimeran ship destroys the platform and stairs on the right, leaving behind two stair-stepped platforms. Just before the ship crashes, listen carefully for a warning. There is radio chatter that says, “Be advised you have an airborne hostile approaching fast.” When you hear that, get out of the way! The truck on the left peels out from under the platform before crashing, which leaves just the upper platform on the left.


CPU
CPU
CPU
1P
3
1P SUPER
1
Player 1
2P SUPER
0
Big Daddy
2:38
3P SUPER
0
Sweet Tooth
4P SUPER
0
Nariko

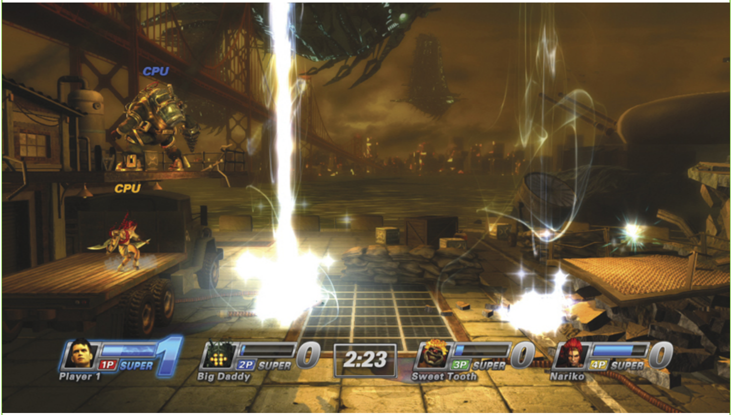
As such, while the beginning of the match features action localized toward the center of the level, players should expect to have their characters branch out shortly into the match. The new platforms provide untried opportunities that should be taken advantage of whenever possible.

Think of the truck as an opportunity to force an opponent into a tough situation. Treat the truck like a corner, and use it to close off an enemy’s avenue of escape. When pressed up against the truck, characters can only go up, which leaves them vulnerable to aerial and anti-air attacks. The truck is short enough that if an adversary attempts to escape by leaping onto its bed, it is a simple matter to hit them with an attack that travels in an arc instead of straight ahead. After the truck leaves, however, it is easy for an opponent to bait another fighter into chasing them to the left, leaping up to the platform and then down again, this time facing the fighter's back.

The right side of the stage is a bit easier to handle at the beginning, but the crashing alien ship complicates that, too. Like being cornered near the truck, escaping from long-range attacks or Super moves is much tougher when characters must leap up two platforms, instead of just one. Be wary, move quickly, and be sure to time the jumps that it takes to scale the platforms so that no time is wasted reorienting or correcting a mistake. When playing a character with a particularly mobile special move, such as Big Daddy's Aerial Charging Rush (Air ➡ △) or Drake's Zipline (⬆ ○), utilize it to get to higher places or escape from foes quickly and safely.

Tip

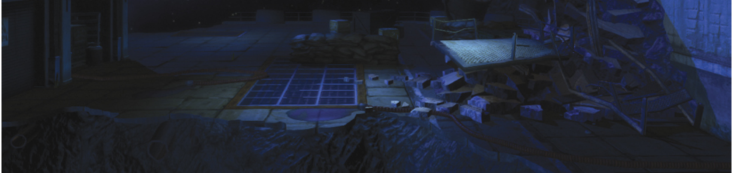
THE BEST OFFENSE


CPU
CPU
1P SUPER 1
Player 1
2P SUPER 0
Big Daddy
2:23
3P SUPER 0
Sweet Tooth
4P SUPER 0
Nariko

The area near the truck is cramped, but it can also be a good spot for characters with solid defensive options, like Sackboy or Drake, to dig in and play keep-away. It's a risk, but with a great defense, it's a worthwhile risk.

Nefarious Phase (1:30-3:00)

Dr. Nefarious, the evil brain that constantly torments Ratchet & Clank, enters the battle roughly 90 seconds in. Instead of dropping a monster or invention into the battle to stop the All-Stars in their tracks, Dr. Nefarious chooses to simply take the entire battlefield into space, All-Stars, wreckage, and debris included.



HAZARDS AND INTERACTION

Dr. Nefarious launches the Hypersonic Brainwave Scrambler once the phase is activated. This device emits hypersonic balls of energy that float in the area near the device. The balls seek out characters but move very slowly. If the characters touch the spheres, then they are trapped inside and suspended in the air for a brief moment. The balls are attracted to characters that are nearby but have a limited range. When the Hypersonic Brainwave Scrambler approaches your character, immediately drop everything and try to get away.

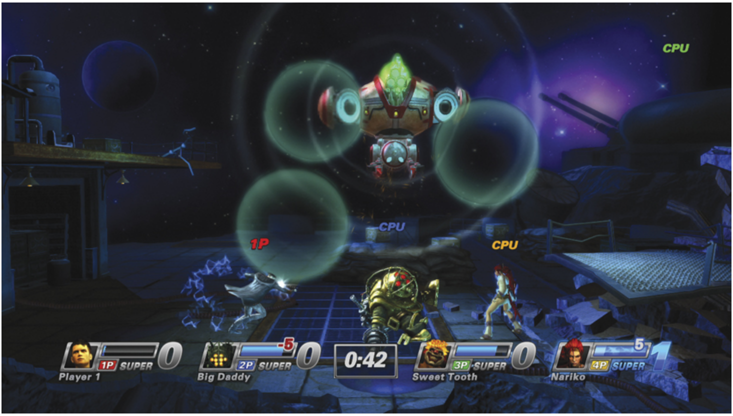
Hazard	AP Penalty	Hit Effect	Notes
Hypersonic Brainwave Scrambler	—	Float	—

STRATEGY

Thankfully, the stage's layout doesn't change after Dr. Nefarious steals it away into space. The platforms on the right side remain a good place to nail someone down, and the platform on the left still provides a great chance to loop back around on an opponent that's giving chase.

The real trouble in this phase comes from Dr. Nefarious's Hypersonic Brainwave Scrambler. The Hypersonic Brainwave Scrambler is a mobile weapons platform that emits several green bubbles. The Scrambler can launch bubbles from

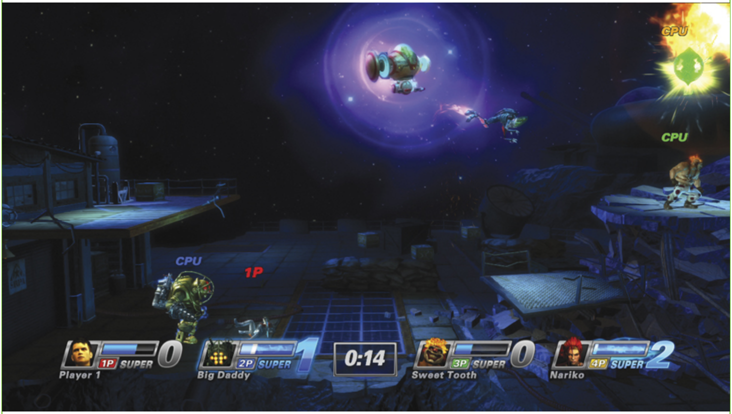
CPU
CPU
1P
CPU
24
1
1P
Player 1
2P
SUPER
1
Big Daddy
0:50
3P
SUPER
0
Sweet Tooth
4P
SUPER
0
Nariko


CPU
CPU
1P
CPU
1P SUPER 0
Player 1
-5
2P SUPER 0
Big Daddy
0:42
3P SUPER 0
Sweet Tooth
5
4P SUPER 1
Nariko

the left, middle, and right sides of the level, so pay attention to where it's flying and get away! Utilize pop-up attacks and moves that cause an eject to knock enemies into Dr. Nefarious's traps, and then reap the rewards. When All-Stars are caught in these bubbles, they are immobilized for a brief period of time. This is the perfect time to trigger a Level 2 or Level 3 Super attack, or to attempt to boost the Super Meter and prepare for a Super attack later.

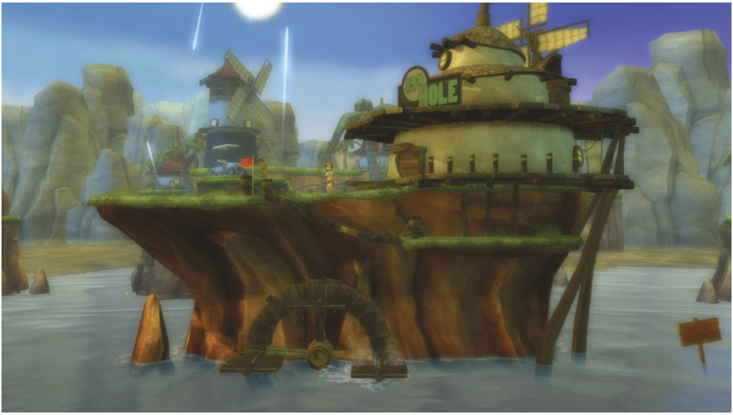
Tip

EASTER EGGS


CPU
CPU
CPU
1P
1P SUPER 0
Player 1
2P SUPER 1
Big Daddy
0:14
3P SUPER 0
Sweet Tooth
4P SUPER 2
Nariko

Mad science only goes so far. When Dr. Nefarious activates the Hypersonic Brainwave Scrambler, the match is close to ending. When the match ends, Dr. Nefarious falls victim to his own evil plans and succumbs to the Hypersonic Brainwave Scrambler.

SANDOVER VILLAGE—JAK AND DAXTER

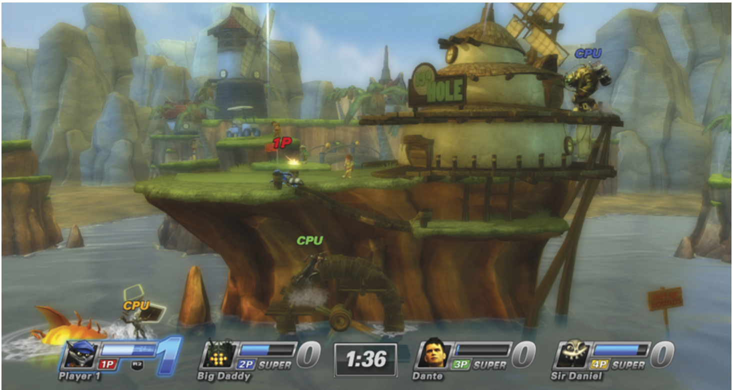

19th HOLE
OUT OF BOUNDS

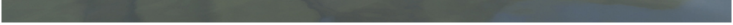
Introduction

There aren't a lot of towns that can claim to be the birthplace of true-blue heroes, but Sandover Village is definitely one of them. Jak and Daxter, experienced adventurers and heroes, were born and raised in Sandover Village. They grew up fishing, boating, swimming, and avoiding the sharks that infest the deep waters nearby. The villagers are a source of never-ending cheer and love Jak and Daxter deeply. Thanks in part to their upbringing in Sandover Village, Jak and Daxter grew up into the type of people who command respect but are still even-tempered and kind.

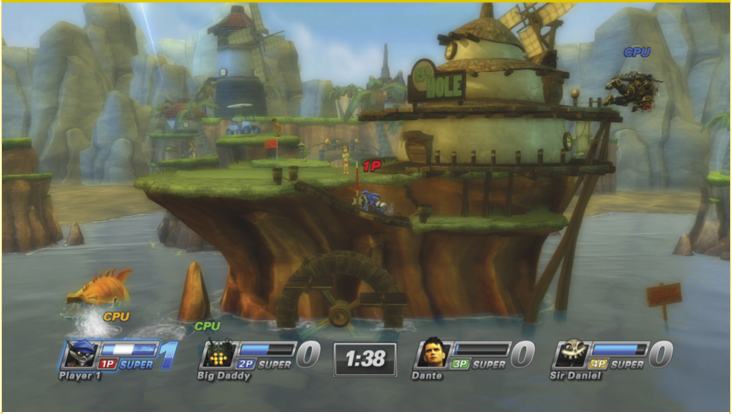
Trouble Spots

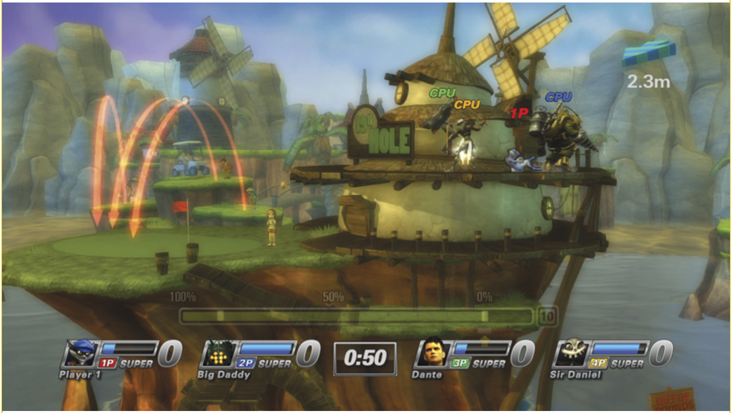
Don't go in the water. Being knocked off the main platform is something to avoid, as falling into the water wastes valuable time. Your character must deal with slowed movement in the water and then climbing out of the water and returning to the battle at hand. This time is better spent attacking and gaining AP. Make it a point to stay out of the water at all costs, and when an enemy is hassling your character, throw them toward the water to keep them out of your hair.


CPU
19th HOLE
1P
CPU
CPU
1P
Player 1
1
2P SUPER
Big Daddy
0
1:36
3P SUPER
Dante
0
4P SUPER
Sir Daniel
0



AT A GLANCE


19th HOLE
CPU
1P
CPU
CPU
1P SUPER
Player 1
1
2P SUPER
Big Daddy
0
1:38
3P SUPER
Dante
0
4P SUPER
Sir Daniel
0


2.3m
CPU
CPU
CPU
1P
19th HOLE
100%
50%
0%
10
1P SUPER
Player 1
0
2P SUPER
Big Daddy
0
0:50
3P SUPER
Dante
0
4P SUPER
Sir Daniel
0

Games Represented:

- Hot Shots Golf, Jak and Daxter

Distinct Phases:

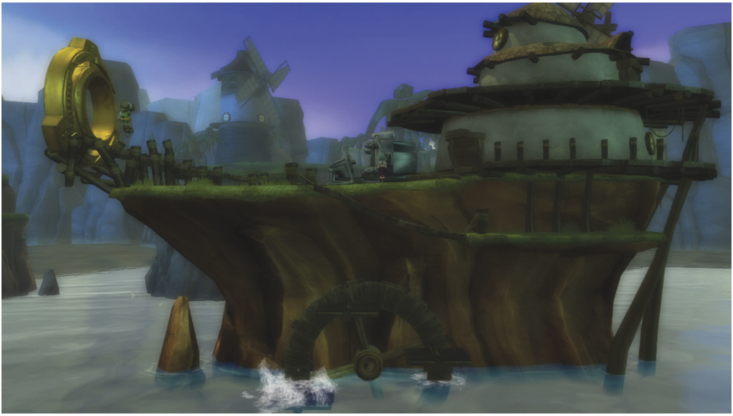
- Fishing, Golfing

Major Hazards:

- Shark, Golfers

Fishing Phase (0:00-1:49)

Don't go in the water. Being knocked off the main platform is something to avoid, as falling into the water wastes valuable time. Your character must deal with slowed movement in the water and then climbing out of the water and returning to the battle at hand. This time is better spent attacking and gaining AP. Make it a point to stay out of the water at all costs, and when an enemy is hassling your character, throw them toward the water to keep them out of your hair.



HAZARDS AND INTERACTION

Here there be sharks! Lurking in the water just below Sandover Village is a massive orange shark, Sharkey. Sharkey isn't particularly fast, but any character it bites is teleported to the upper area of the level and left stunned. Be careful.

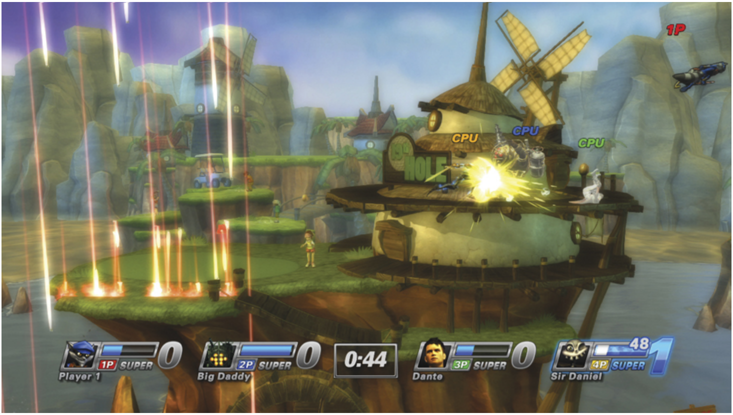
Hazard	AP Penalty	Hit Effect	Notes
Shark Bite	Heavy	Stun	Characters are teleported to safety after being bitten.
Water	Heavy	Swim	After six seconds of swimming, characters are teleported to safety and subject to an AP Penalty.

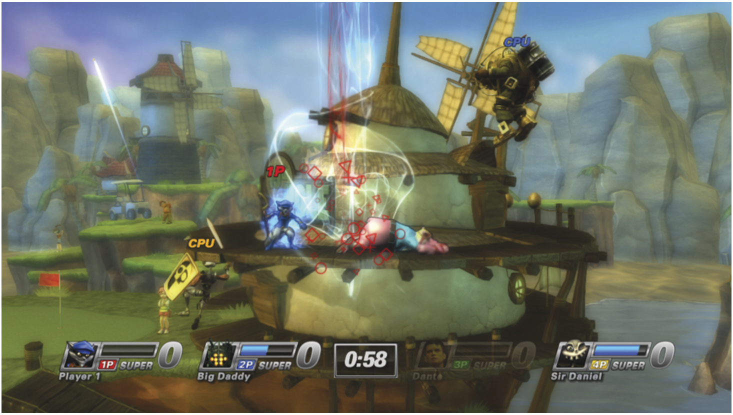
STRATEGY

Sandover Village is a full of options, and all of them result in a madhouse. There are four quadrants to Sandover Village: the left side of the island, the right side of the island, the water wheel, and the shark-infested waters. Each quadrant provides its own challenges.

While the left side of the island is open and free of Hazards, it's also one small fall away from the water, and therefore the shark. Battling on the left side of the island is not as safe as it appears to be, as one strong attack can send an All-Star spiraling off into the water. Use aerial combos and special moves that travel in the air to stay on the island.

The right side of the island provides a similar conundrum, with the added puzzle of how to handle the three different platforms near the house. The platforms around the house are thin, which makes them easy to drop down or jump up through, but that also means that characters are vulnerable to attacks from above, below, and the sides.

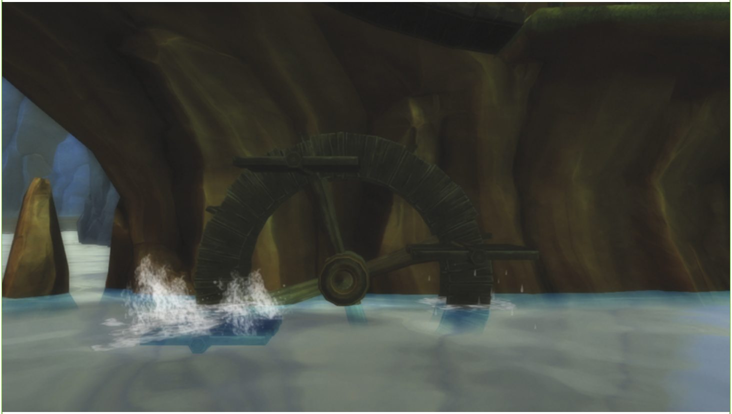

1P
CPU
CPU
CPU
19th HOLE
Player 1
1P SUPER
0
Big Daddy
2P SUPER
0
0:44
Dante
3P SUPER
0
Sir Daniel
4P SUPER
48
1


CPU
1P
CPU
Player 1
1P SUPER
0
Big Daddy
2P SUPER
0
0:58
Dante
3P SUPER
0
Sir Daniel
4P SUPER
0

The spinning water wheel and the water are even more dangerous. While the water wheel is a great way to avoid being eaten by the shark, the wheel's platforms are small enough that one solid attack may knock an All-Star directly into the water. The water wheel is a tough place to take control of, but when someone is spending too much time near it, storm their position and force them into the water.

Tip

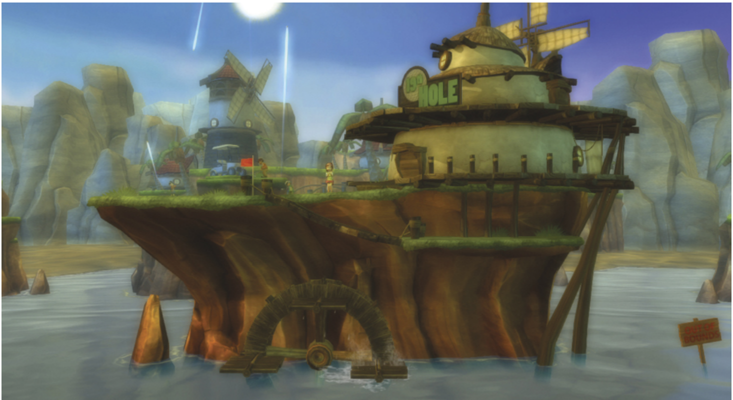
DON'T GET WET

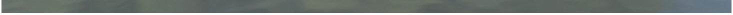


The water wheel isn't the best place to attempt to build AP. It's too easy to fall into the water, which hinders your ability to get your character back in the action. On top of that, the only way to return to the upper area is by passing through the bridge, a thin platform. Savvy foes are going to know exactly where your character will attempt to escape. Use the water wheel to hide from Super attacks, but otherwise, be careful.

Golfing Phase (1:50-3:00)

Sometimes, travelers set upon a quiet village, make a big mess, and leave the village behind. In this case, the travelers are from Hot Shots Golf, and they aren't going to let something as simple as interdimensional travel interrupt their game of golf. Sandover Village is officially the 19th Hole, and that means that the All-Stars have even more dangers to worry about.

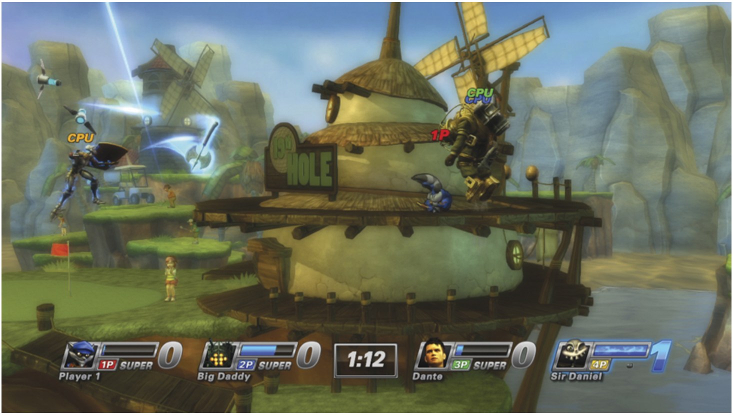




HAZARDS AND INTERACTION

The shark hasn't gone anywhere, but the newest, biggest danger is the golfers. When orange arcs appear on-screen, take cover! The arcs indicate the flight path of the golfers' balls, and when the balls land, they cause an ap penalty. Luckily, the arcs are pretty easy to avoid.

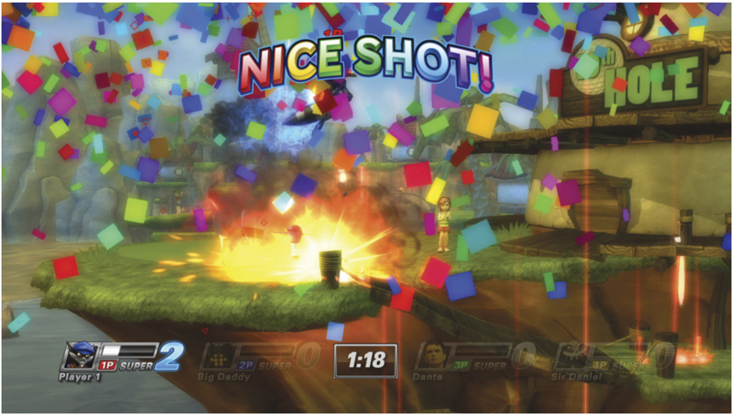
Hazard	AP Penalty	Hit Effect	Notes
Golf Balls	Light	Twitch	Each golf ball causes a light AP Penalty.
Shark Bite	Heavy	Stun	Characters are teleported to safety after being bitten.
Water	Heavy	Swim	After six seconds of swimming, characters are teleported to safety and subject to an AP Penalty.

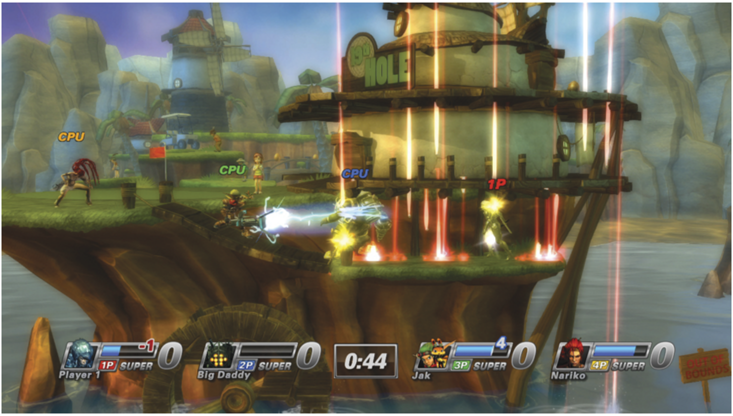

CPU
CPU
1P
19th HOLE
1P SUPER 0
Player 1
2P SUPER 0
Big Daddy
1:12
3P SUPER 0
Dante
4P 1
Sir Daniel

STRATEGY

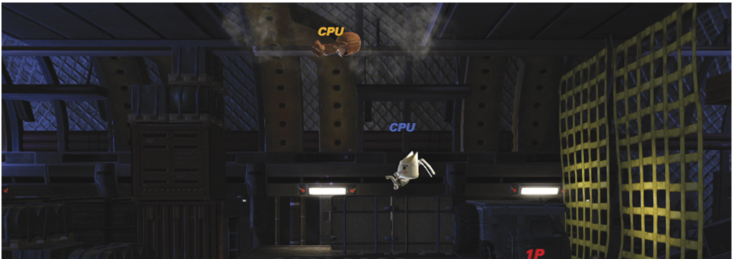
The golfers change the flavor of Sandover Village quite a bit. Suddenly, every quadrant is just as dangerous as the others. Dodging the golf balls may force characters to jump directly into the water, requiring them to contend with the shark. The golfers don't fire many shots at the battleground, but they can definitely complicate the situation in unexpected ways.

Treat this phase like the prior phase, but with an increased level of attention paid to positioning. Ensure that enemies are trapped near the raining golf balls or forced into the water. Take advantage of the momentary safety that comes when opposing characters attempt to dodge the golf balls by firing off whatever offensive items or Super moves are available. The trick to winning on Sandover Village is making life difficult for the other characters and pushing them into dangerous situations.


NICE SHOT!
HOLE
1P SUPER
2
Player 1
2P SUPER
0
Big Daddy
1:18
3P SUPER
0
Dante
4P SUPER
0
Sir Daniel


19th HOLE
CPU
CPU
CPU
1P
-1
1P SUPER
0
Player 1
2P SUPER
0
Big Daddy
0:44
4
3P SUPER
0
Jak
4P SUPER
0
Nariko
OUT OF BOUNDS

STOWAWAYS—UNCHARTED



CPU
1P SUPER 0
Player 1
2P SUPER 0
Toro
2:53
3P SUPER 0
Fat Princess
4P SUPER 0
Sackboy

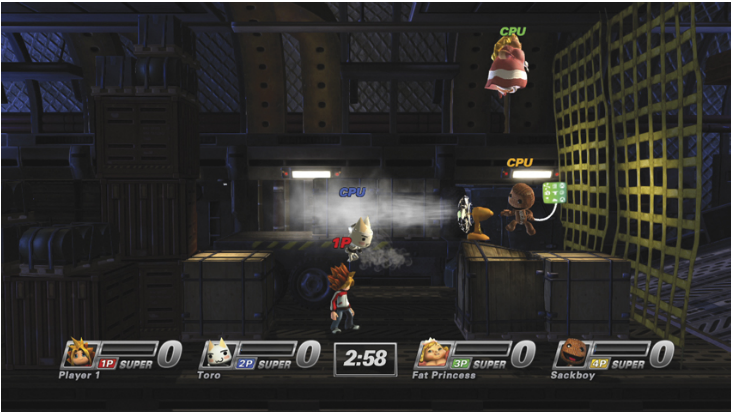
Introduction

Nate Drake has bad luck when traveling. He's been spotted in several crashing planes, sinking boats, runaway trains, and worse. Sometimes he's responsible for the destruction, but more often than not, Nate is just in the wrong place at the wrong time.

This time, the wrong place is a plane streaking across the sky on its way to Iram of the Pillars, a lost paradise in the Arabian peninsula that is hidden somewhere in the Rub' al Khali desert. Perhaps the plane was fated to crash anyway, but the arrival of the All-Stars in the plane's cargo section certainly doesn't help matters. On top of that, rebels from the floating city of Columbia have something they want to say, and they aren't going to let anything get in their way.

Trouble Spots

Stowaways transitions from the smallest stage in the game to the largest over the course of its three phases. The first phase is difficult for characters with slow attacks, as there isn't a lot of room to maneuver or wind up. The second phase is the hardest for characters that lack ranged attacks. Know your limits! If your playing style is hampered by the phase's layout, attempt to mount a strong defense instead of opening your character up to attacks.


CPU
CPU
CPU
1P
1P SUPER 0
Player 1
2P SUPER 0
Toro
2:58
3P SUPER 0
Fat Princess
4P SUPER 0
Sackboy

AT A GLANCE

Games Represented:

- BioShock Infinite, Uncharted

Distinct Phases:

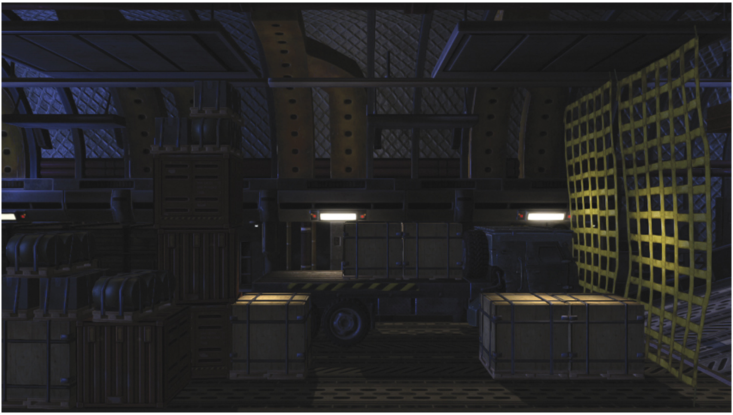
- Cargo Hold, Mid-Air, Incursion

Major Hazards:

- Gatling Guns, Songbird

Cargo Hold Phase (0:00-0:45)

They say that the safest way to travel is inside an airplane, but they probably weren't talking about riding inside the hold of a rickety old cargo plane. The cargo hold of this plane is pretty cramped. Three breakable boxes clutter the ground level, while cargo netting and containers keep characters figuratively boxed in. This phase doesn't last long, but the close quarters force players to react quickly or risk being utterly dominated.



HAZARDS AND INTERACTION

There are no Hazards or objects to interact with in this early stage. Instead, the focus is on pure and unfiltered combat. The plane's cargo hold is a tight space for two fighters, but when three or four All-Stars are present, things get really crazy really quickly.

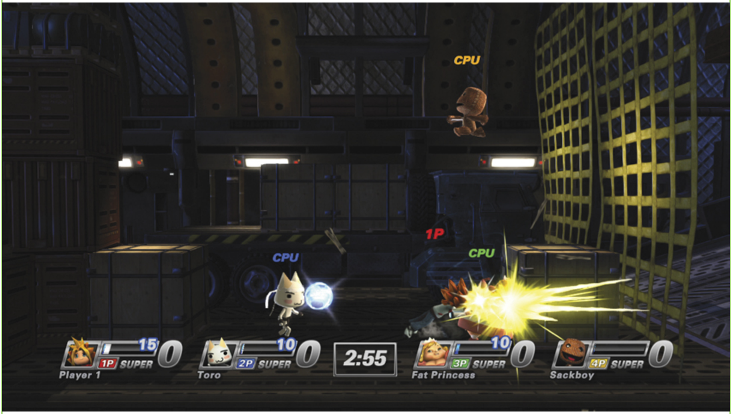
STRATEGY

The only objective during this phase is to hit as many opponents as possible with each attack. This is the perfect chance to get a good start on gathering AP. In one-on-one matches, a crafty player can secure a Level 1 Super attack with ease, in addition to hoarding the AP Spheres that drop from the wooden boxes after they're broken. In a four-player free-for-all, anything goes. Use combos and attacks that have a lengthy range to maximize the efficiency of the close-quarters combat. There's not a lot that can be done here beyond fighting as hard as possible for the full duration of the phase.

CPU
6
1P SUPER 0
Player 1
2P SUPER 0
Toro
2:59
3P SUPER 0
Fat Princess
4P SUPER 0
Sackboy

Tip

BREAK THOSE BOXES


CPU
1P
CPU
CPU
15
1P SUPER 0
Player 1
10
2P SUPER 0
Toro
2:55
10
3P SUPER 0
Fat Princess
4P SUPER 0
Sackboy

There are AP Orbs in the boxes. Break them open by attacking them to absorb some free AP and widen the playing area.

Tip

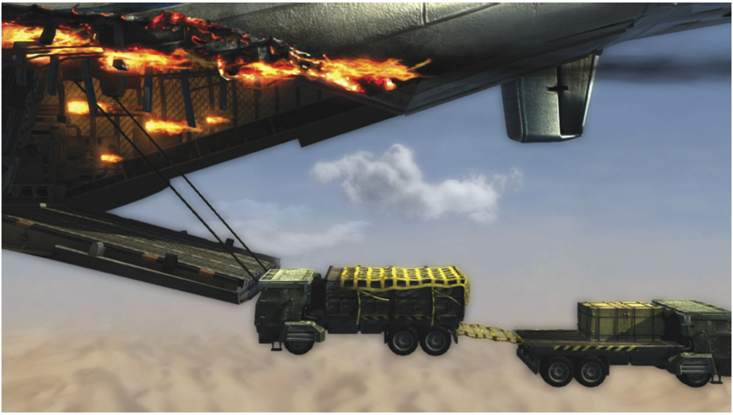
STAND TALL

Some characters can stand on top of the destructible boxes closest to the walls and rain down enemy-clearing attacks. Try Kratos's Barbaric Crash (↓ △) or Nariko's Purgatory (↓ ○)!

Mid-Air Phase (0:45-1:30)

After less than a minute of intense close-quarters combat, the cargo netting gives way, and the plane's ramp swings open. This is one of the worst things that can happen to a plane in flight, and as a result, the entire stage is completely transformed. The interior of the plane is blocked thanks to a truck wedged into the ramp's entrance, while the cargo that was previously in the hold of the plane is now streaming behind the plane, creating an all-new fighting platform.

The ramp remains in place, providing a long uphill path for All-Stars to battle on. In addition, the ramp becomes the leftmost side of the level, and a series of trucks, crates, and precariously hanging platforms forms the right side of the stage.



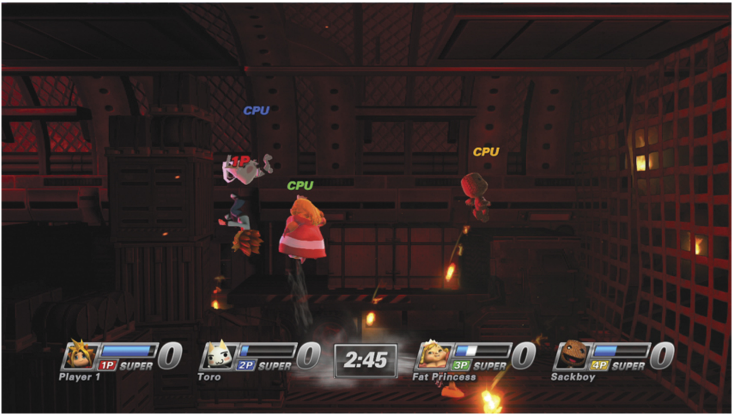
HAZARDS AND INTERACTION

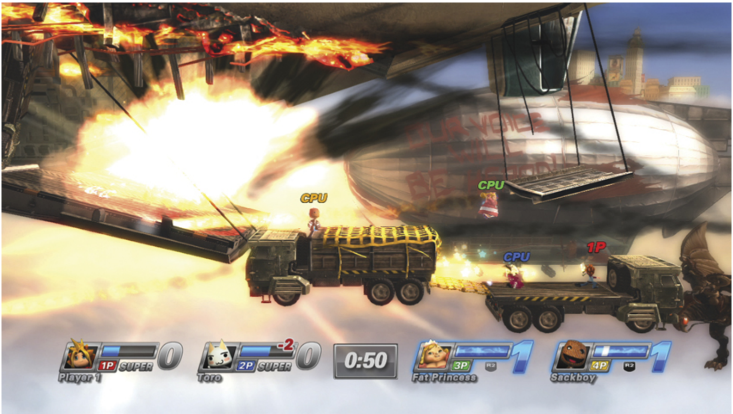
The last thing anyone wants to do is fall out of a plane, and now that nightmare can come true. Falling off the right side of the level leaves characters vulnerable, as they always respawn right at the edge of the plane ramp. With that much open space, activating a Super attack and getting a kill is simple. Avoid falling at all costs. Make it a point to force enemies toward the falling Hazard with throws and combos. In addition to the death Hazard, wooden boxes sit on the rightmost truck, and these can be broken open for AP.

Hazard	AP Penalty	Hit Effect	Notes
Falling Hazard	Heavy	Stun	Characters are teleported to a stable platform after falling.

STRATEGY

Stowaways changes from one of the smallest stages to one of the largest after the ramp opens. Two trucks just barely become tangled enough to trail out of the back of the plane, creating a long platform. This newfound freedom means that players are suddenly faced with several options. The ramp is a common battleground, and it's open enough that players can't have their characters simply sneak up on the opposition from above or below. The trucks are a little tougher to handle, as escaping area of effect attacks or long-range strikes becomes tougher when characters are that close together.

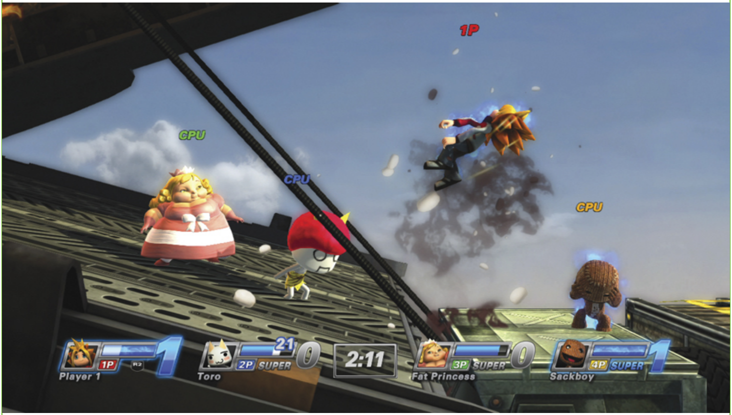

CPU
1P
CPU
CPU
1P SUPER 0
Player 1
2P SUPER 0
Toro
2:45
3P SUPER 0
Fat Princess
4P SUPER 0
Sackboy


CPU
CPU
CPU
1P
1P SUPER 0
Player 1
-2
2P SUPER 0
Toro
0:50
3P 1
Fat Princess
4P 1
Sackboy

The death Hazard on the right side of the level should be an integral part of everyone's attack strategy in this phase. Air recovery makes it difficult to knock foes directly into the Hazard, but careful application of combos and attacks near the edge should force them to choose between saving themselves and therefore opening themselves up to further attack, or falling into the death Hazard.

Tip

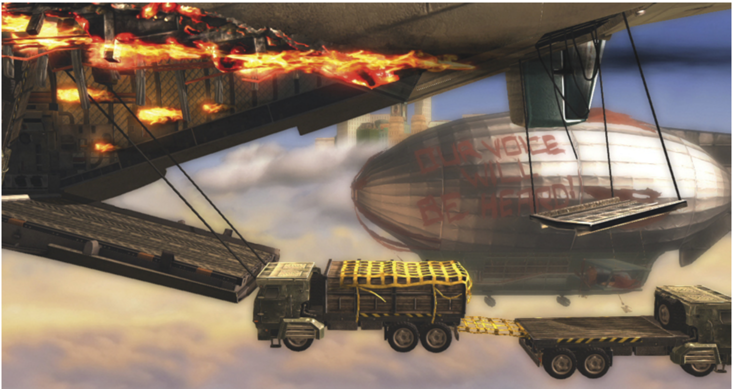
IRON GUARD

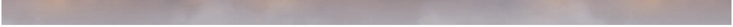

1P
CPU
CPU
CPU
1P
1
Player 1
2P SUPER
21
0
Toro
2:11
3P SUPER
0
Fat Princess
4P SUPER
1
Sackboy

Mount a strong defense! Some characters are invulnerable during throws. Characters with super armor attacks, like Big Daddy's Charging Rush (➡ △), are at an advantage in Stowaways, as are characters with counters. A well-timed air dodge transitioning to a dodge roll works really well, too!

Incursion Phase (1:30-3:00)

As if battling it out on the back end of a plane wasn't bad enough, now the All-Stars have to deal with the disgruntled citizens of Columbia as well as Songbird, a winged beast that is feared by Columbians. The citizens arrive in a hijacked Security Zeppelin with revolutionary slogans crudely painted on the side, while Songbird patrols the sky, hassling the All-Stars and rebels alike.


OUR VOICE
WILL
BE HEARD!



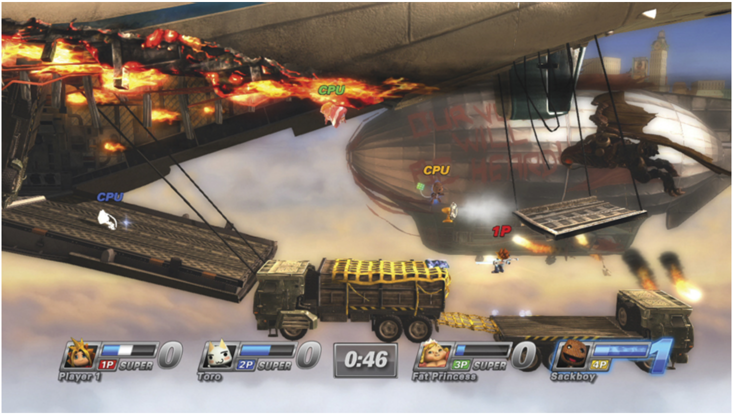
HAZARDS AND INTERACTION

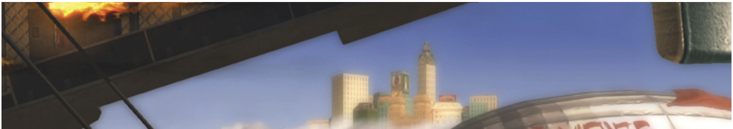
The security zeppelin occasionally fires incendiary missiles from its gatling guns. Keep an eye out for the red targeting reticle and make sure to stay out of its way. All-Stars that are hit by the blast are launched into an eject spiral, opening them up to further attack. Songbird occasionally flies through the level, too. He always flies through the hanging platform on the right side of the level. Any character he hits also gets launched into an eject spiral and loses a large amount of AP.

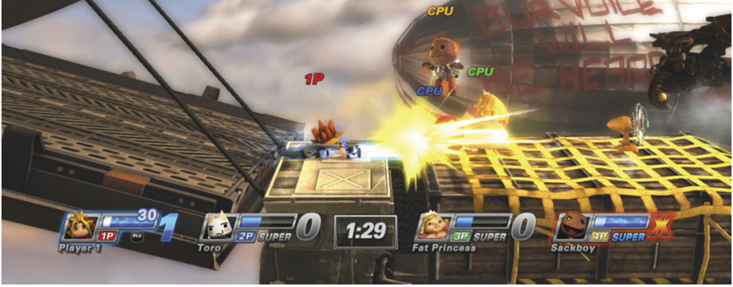
Hazard	AP Penalty	Hit Effect	Notes
Missiles	Heavy	Eject Spiral	—
Songbird	Heavy	Eject Spiral	—

STRATEGY

The addition of two new Hazards complicates battling on Stowaways, but savvy players should look at that as an opportunity rather than a disadvantage. The Hazards aren't omnipresent, and they're easy to see coming, so use them to inconvenience foes instead of falling prey to them.


CPU
CPU
CPU
1P
1P SUPER
0
Player 1
2P SUPER
0
Toro
0:46
3P SUPER
0
Fat Princess
4P
1
Sackboy

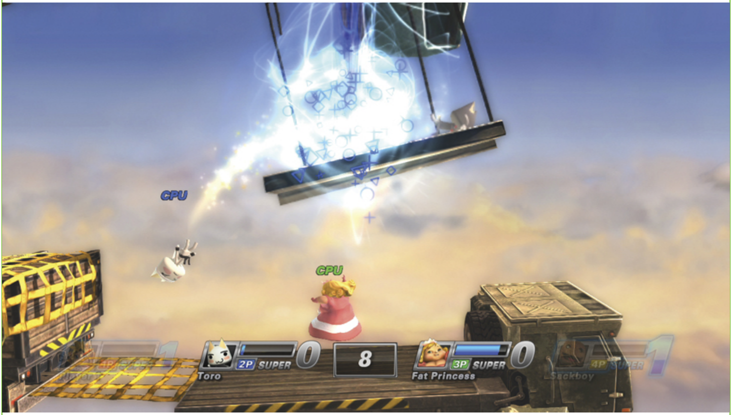



CPU
CPU
CPU
1P
30
1
1P
Player 1
Toro
2P SUPER
0
1:29
Fat Princess
3P SUPER
0
Sackboy
4P SUPER
X

For the most part, players should fight as normal during this phase. Playing chicken with the Hazards while hammering enemies with combos is dangerous and often results in both players losing AP. Play it smart. Make it a point to avoid the Hazards and focus on simply surviving. Stowaways has a lot of real estate for All-Stars to battle over, and it's incredibly easy to be knocked from one foe to another and fall prey to both their attacks. Whenever possible, pick a single opposing character and try to harass them throughout the match's runtime. Build up to a Level 3 Super attack, find a cluster of enemies, and then trigger the attack to reap multiple kills at once.

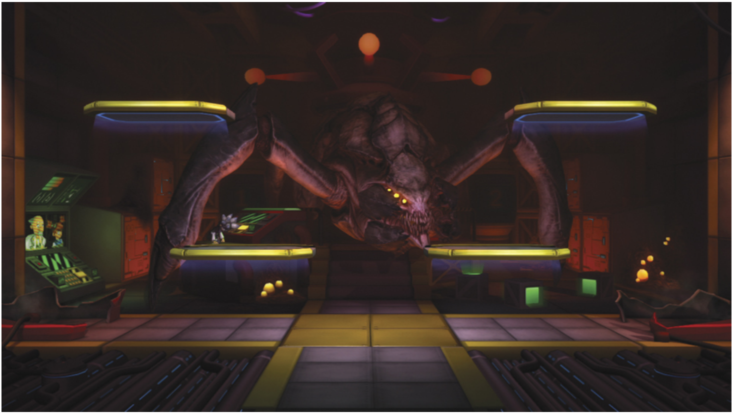
Tip

TIGHT FIT


CPU
CPU
Toro
2P SUPER
0
8
Fat Princess
3P SUPER
0

When enemies are clustered near the area to the right behind the first truck, get close to them and trigger a Super attack. This usually results in multiple kills.

TIME STATION—APE ESCAPE



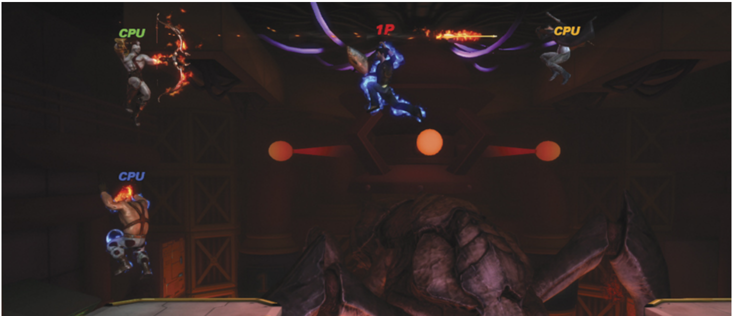
Introduction

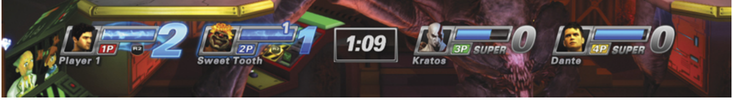
A short time ago, Pipo Monkeys were sent through time by the villainous Specter in an attempt to ensure that apes take over the modern world. Specter used the Time Station to launch his plan, but now it's a source of hope for humanity. The Professor and his granddaughter, Natalie, now use the Time Station to communicate with Spike. Spike, of course, is on a quest through time to prevent the apes from taking over the world.

Although Specter has regained control of the Time Station, something's wrong. Instead of sending his monkeys through time, characters from other games keep appearing in the Time Station before being zapped back to their own worlds. Never one to give up, Specter keeps trying to activate the Time Station and consequently pulling in new dangers.

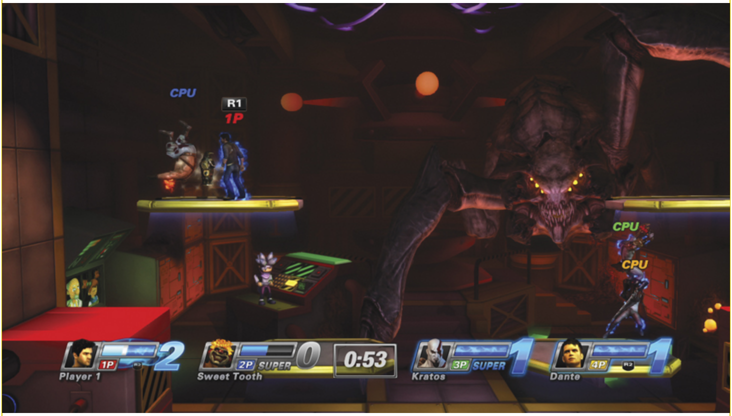
Trouble Spots

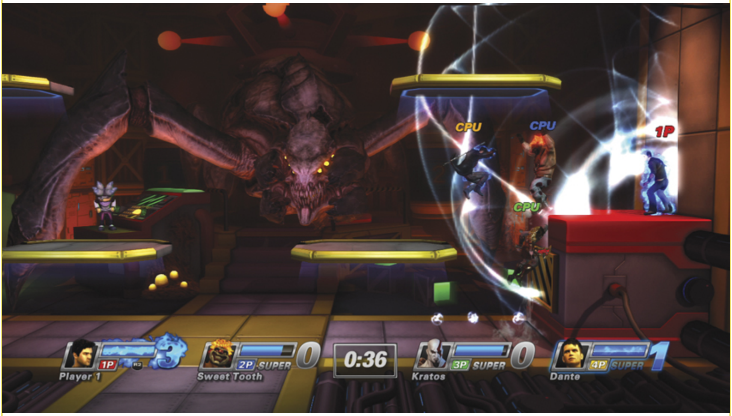
Air combos are difficult on Time Station. The multiple platforms make it challenging to sustain air combos, since characters hit the platforms faster than they would in a less crowded stage. It's difficult to strike a character at an angle that's good enough for more than one hit. Adjust your STRATEGY accordingly. Perform quick air combos, and focus on longer ground combos.


CPU
1P
CPU
CPU


1P
Player 1
2
2P
Sweet Tooth
1
1:09
3P SUPER
Kratos
0
4P SUPER
Dante
0

AT A GLANCE


CPU
R1
1P
CPU
CPU
1P
Player 1
2
2P SUPER
Sweet Tooth
0
0:53
3P SUPER
Kratos
1
4P
Dante
1


CPU
CPU
1P
CPU
1P
Player 1
3
2P SUPER
Sweet Tooth
0
0:36
3P SUPER
Kratos
0
4P SUPER
Dante
1

Games Represented:

- Ape Escape, God of War, Jak and Daxter, Patapon, Resistance, Twisted Metal, Warhawk

Distinct Phases:

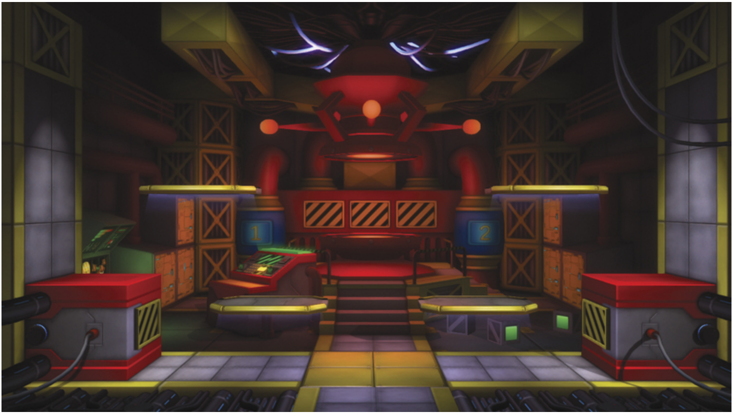
    - Malfunction, Hazardous

Major Hazards:

- Satan

Malfunction Phase (0:00-1:30)

Time Station is a large level with plenty of platforms for enterprising players to utilize. There are two generators to the extreme left and right of the level that serve as platforms, in addition to four platforms floating in the center-left and center-right of the level. To access the uppermost levels, players must have their characters double jump from the lower platforms. Time Station is a tall level, which offers a ton of options for fast-paced and hyper-mobile characters. Specter is constantly attempting to operate the time machine, however, which definitely has a major effect on the battle.



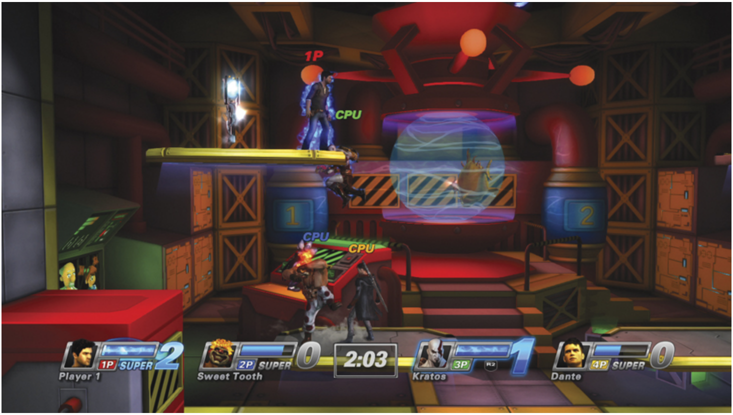
HAZARDS AND INTERACTION

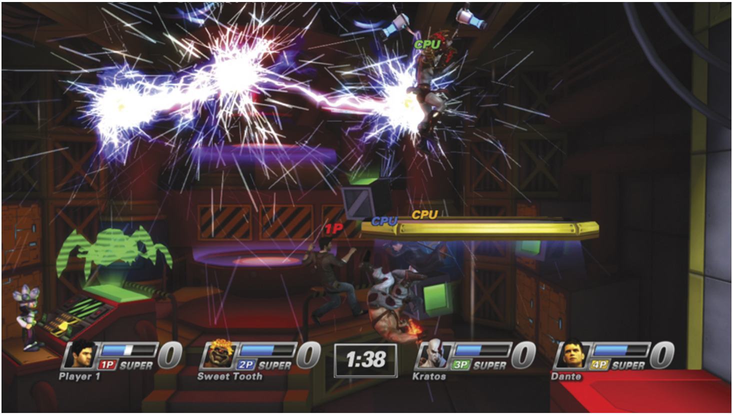
For the first full minute, Time Station is light on Hazards and interaction. Specter accidentally summons Vermin from Twisted Metal during this phase, and Time Station's mechanism may result in the fighters being sucked up toward the ceiling and being briefly suspended in the air. Vermin fires a single missile before disappearing. The missile and the ape riding it won't damage the characters, but learn to recognize the summoning process before it pulls all the characters toward the ceiling.

STRATEGY

The first phase of Time Station gives players a perfect chance to enjoy combat mostly unmolested. The Hazards aren't particularly dangerous, but they can empower characters to inflict some major damage. When other characters get sucked up into the air, seize the moment and capture groups of adversaries in combo attacks to reap a huge AP reward, or go directly for a hard-hitting item while they're incapacitated.

This level is large enough that characters are likely to naturally separate into a one-on-one scenario on either side of the foreground rather than staying in a cluster. It's simply easier to handle one opponent instead of three, so expect to


1P
CPU
CPU
CPU
1
2
Player 1
1P SUPER
2
Sweet Tooth
2P SUPER
0
2:03
Kratos
3P
1
Dante
4P SUPER
0


CPU
CPU
CPU
1P
Player 1
1P SUPER
0
Sweet Tooth
2P SUPER
0
1:38
Kratos
3P SUPER
0
Dante
4P SUPER
0

be paired off. A good move in this situation is to force the other characters into a free-for-all situation, either by throwing an opponent toward the other melee or by executing a quick tactical retreat toward the action.

Since this level is so open and free, aim to be a disruptive force. If three combatants are fighting each other, look around for an item that could damage them simultaneously, or trigger a Super move and rack up some quick points. Set the pace for the match to find success.

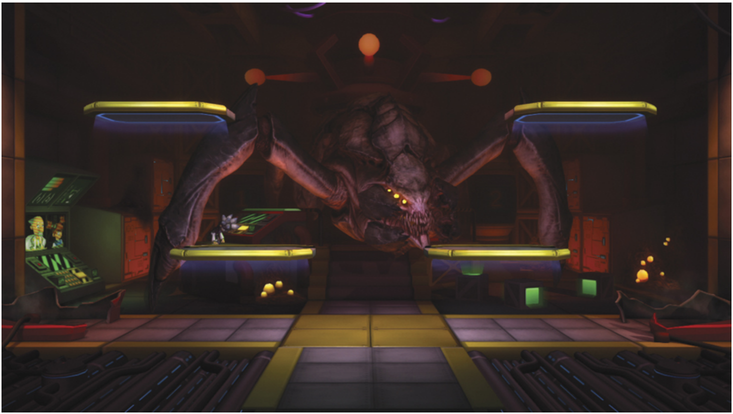
Tip

MONKEY BUSINESS

It’s hard to control apes. Whenever someone or something is summoned through the portal, take a close look at them. See if you can spot the apes!

Hazardous Phase (1:30-3:00)

The second phase of Time Station is defined by an increased focus on Specter accidentally summoning other characters and causing disasters. While there are several different summoned entities, the only one that can harm characters is the monster known as Satan from the world of Resistance. The suction that accompanies each summoning must be accounted for when crafting a game plan for this level.



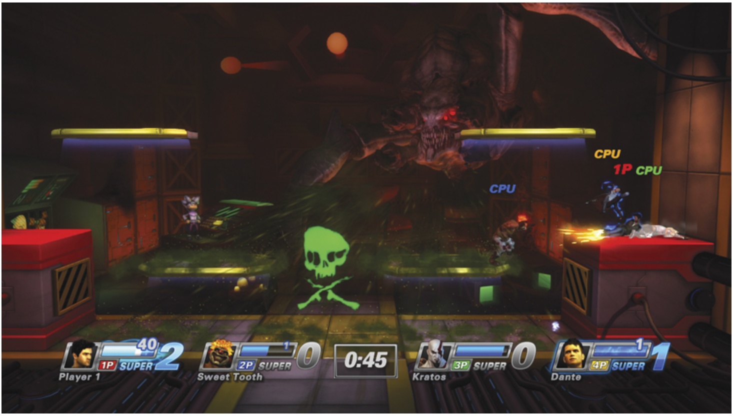
HAZARDS AND INTERACTION

The biggest danger this time around is Satan from Resistance. This monster takes up most of the background, and its acid spit attack is devastating. Taking advantage of Satan's attacks is tough, so the key word for this phase is "avoidance."

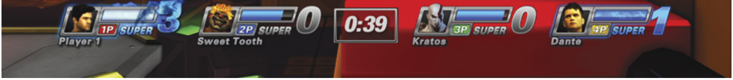
Hazard	AP Penalty	Hit Effect	Notes
Satan's Acid Spit	Light	Poison	AP Penalty is delivered over a brief period of time.

STRATEGY

Satan's acid spit stretches all the way across the bottom of the level and the two floating platform closest to the ground. It coats characters in poison, slowly leaching their AP. To avoid the acid spit, have your character quickly scale the platforms and get as high as possible.


CPU
1P CPU
CPU
40
2
1P SUPER
Player 1
1
0
2P SUPER
Sweet Tooth
0:45
0
3P SUPER
Kratos
1
1
4P SUPER
Dante

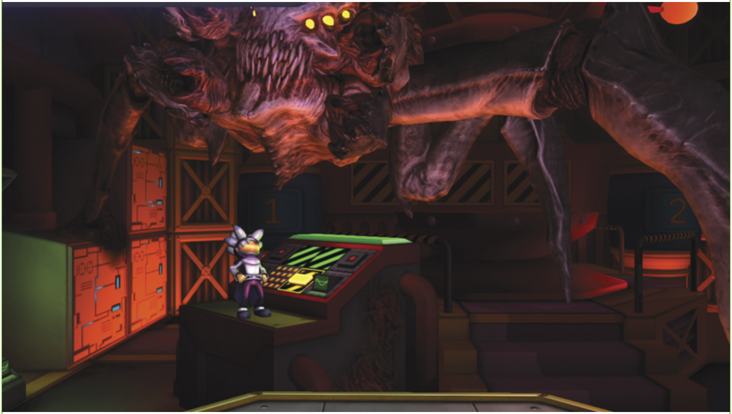
CPU
CPU
CPU
1P


Player 1
1P SUPER
3
Sweet Tooth
2P SUPER
0
0:39
Kratos
3P SUPER
0
Dante
4P SUPER
1

One benefit of the wide range of the acid spit attack is that it is very easy to force opposing characters into the acid's area of effect by throwing them, popping them up and into a fast combo, or simply using a long-range attack to keep them in place. Protecting your character should be the first priority, but when given a chance to push an adversary into harm's way, take it.

Tip

EASTER EGGS



They call them mad scientists because they're totally crazy. While most people would cower in fear at the sight of a monster like Satan, Specter merely stands by Satan's side and laughs maniacally every time the giant beast attacks the All-Stars.